

DEMON: THE FALLEN

CONVERTED TO THE NEW WORLD OF DARKNESS SYSTEM



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At first glance, Demon: The Fallen's backstory does not match up with New World of Darkness, but with a certain viewpoint spoken of in the Demon: The Fallen book, all the problems with the origin myths are cleared up.... Layers, multiple truths existing simultaneously. The Fallen escape from Hell only to find that Creation is a twisted facet of what they once knew. Father Wolf and Atlantis exist in addition to what the Fallen remember as the foundation of Creation. The cracks in Hell lead them to a world that is not a direct descendent of the world they helped create. They do not know what has happened to God and the Heavenly Host, all they know is that they are free, and in a World of Darkness.

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The Story

In the beginning, God created angels to enact His will and shape all of Creation. Seven Houses were made, and the duties divided among them. And as God's finishing masterpiece, humans were created. God nestled inside each of them a divine spark that not even the mightiest of angels possessed... a soul.

Angels were commanded to love the humans, and to also never reveal themselves to the humans. Loving the humans was easiest, but as time went on the humans remained ignorant, wandering around as beasts and not realizing their potential. This worried many of the angels, who foresaw a time of great turmoil in the future for them. Not knowing what this turmoil would be, they wanted humans to be capable and prepared for the strife ahead, so after much debate, a portion of the angels in heaven decided to break one of God's commandments and reveal themselves to the humans.

Lucifer led this rebellion.

The rebels were able to give the humans creativity, understanding and sentience, and for a brief time, all was well. But it didn't take long for an angel sent from heaven with His word to condemn the rebels. Many stood with the humans, and were resolute in their decision to uplift mankind, even if it meant breaking the commandment of God, because they truly did love the humans. With this, the messenger from heaven denounced the rebels and cursed them and mankind for their insolence. Mortality, disease, greed and other woes were cursed on the humans for standing with the angels that helped them. This only resolved the rebels even further. Cursing the punishment met out to them by God, the rebels continued their defiance, and that resistance developed into a war with heaven.

God brushed up against reality, the merest touch of the infinite with the finite, and the perfect clockwork of Creation was forever shattered. Reality began to wind down, entropy entered into the universe and will one day stand victorious. The multiple realities of Paradise started to break off. Still, the rebels fought heaven, until the war wore away at the nobility of the angels and cruelty became commonplace.

Inevitably, the rebels lost and were marched in chains into The Pitt. All except Lucifer, who was inexplicably absent once the gates of Hell closed and

the rebels looked around in the emptiness. None of the Fallen knew what had happened to Lucifer, many blame him for abandoning them, or think him dead.

The Pitt robs all physical sensation away, and all that was left to the Fallen was the drone of endless regret, and the burning rage of their failure.

After eons of time, cracks appeared at the edge of their prison, but they were so small only the lesser, "smaller" Fallen were capable of escape. When a Fallen departs their ethereal spirits are drawn back toward The Pitt, so they must find an anchor to latch onto. Most realize the best anchor is that of a recently vacated human body, a person who has just died and whose soul has fled to some unknown fate.

Now, the Fallen find themselves in the modern world, a world long past the one they once knew, where entropy has whittled Creation down to a single twisted reality, filled with monsters and mankind overreaching their humanity. What ends up changing the Fallen the most is the experience of possessing a human body. When all they knew was numbness, hate and despair, suddenly they have physical sensations again and feel the memories and emotions of a simple human life. Of what it is like to again laugh, to cry and care for another- for a brief moment, they remember what it was once like to be angels. This affects each Fallen differently, some seek to fulfill old agendas, some seek out redemption, while others only find more reasons to burn Creation to nothing.

While none know what has happened to God or the angels of heaven they once warred with, one thing is true for all Fallen... they require that divine spark hidden within humans. They require human faith to be able to enact their powers and restore their celestial might. As much as they might wish it weren't so, every single Fallen's fate is unbreakably bound to mankind's.

Earthbound are the Demons that have possessed objects instead of living hosts, and overtime have become irredeemably evil abominations without human emotions and conscience to dull their Torment. Most Earthbound had been summoned out of hell by human sorcerers long ago. They became the cruel demon gods of primitive religions and spent millennia growing their cults to worship them, in turn having that worship twist them into something no longer angelic or even demonic, but something far worse.

Defiler (Lammaša)

Originally Angels of the Deep, the **Fifth** House have an affinity with fluidity, giving them power over water, over emotions, and even their own forms. *They were the Muses of ancient times.*

Favored Attributes

Wits, Presence, Manipulation

House Lore: Lore of Longing, Lore of Storms, Lore of Transfiguration

Devil (Namara)

The **First** House created by God, leaders on both sides of the rebellion, the Devils' affinity is for radiance, enabling them to command mortal and Elohim alike, as well as having power over fire.

Powerful, charming leaders.

Favored Attributes

Intelligence, Presence, Manipulation

House Lore: Lore of the Celestials, Lore of Flame, Lore of Radiance

Devourer (Rabisa)

Once the Angels of the Wild, warriors without equal, the **Sixth** House can command animals and plants alike, as well as shaping and reshaping the flesh of other beings. *They are the Beasts.*

Favored Attributes

Strength, Stamina, Presence

House Lore: Lore of the Beast, Lore of the Flesh, Lore of the Wild

Fiend (Nebera)

Once, the Angels of the Spheres set the stars in their great design, using their mastery of portals to travel the great distances required. Now, the **Fourth** House fears what has become of the design in their absence. *Cosmic movers of fate.*

Favored Attributes

Intelligence, Wits, Composure

House Lore: Lore of Light, Lore of Patterns, Lore of Portals

Houses of the Fallen

Malefactor (Anunaki)

The **Third** House were the makers of form, the shapers of Creation. They defined spatial relationships, the paths from one place to another. Theirs is the power to shape the earth, create paths and to make astonishing artifacts.

Beings of earth and magnificent gifts.

Favored Attributes

Intelligence, Strength, Dexterity

House Lore: Lore of the Earth, Lore of the Forge, Lore of Paths

Scourge (Ashara)

The Angels of the Firmament are the **Second** House. They were the ones who guided the winds of creation, who granted the breath of life to all living things, and who defined the spiritual connections between living beings.

Beings of life, health and air.

Favored Attributes

Wits, Resolve, Stamina

House Lore: Lore of Awakening, Lore of the Firmament, Lore of the Winds

Slayer (Halaku)

The House of the Second World, they were The **Seventh** House. The Slayers have dominion over endings and death, they can destroy the things of the physical world, command the spirits of the dead, and even enter the realm between life and death known as Twilight.

They were the shadows in the valley of death.

Favored Attributes

Resolve, Dexterity, Composure

House Lore: Lore of Death, Lore of the Realms, Lore of the Spirit

Factions of the Fallen

CRYPTICS

The Cryptics have used their time in Hell to think. They feel that if God is omniscient, then his creations would be as perfect as reality would allow, and since Lucifer was God's highest angel, then his rebellion was a part of God's plan. They gather knowledge to determine what is really going on and what they should do next.

They dislike the Luciferans and the Faustians, approve of the Reconcilers asking questions (just not enough), and dislike Raveners' destructive tendencies.

LUCIFERANS

The Luciferans still believe that Lucifer was right to rebel against God. Choosing devotion and love to mankind above that toward God. Even though Lucifer cannot be found, they still follow what they feel to be his directives. To raise mankind to its fullest potential.

They dislike the Cryptics, can work with Faustians, consider the Reconcilers to be traitors, and consider Raveners to be enemies.

RAVENERS

The nihilistic Raveners look at the broken world and wasted potential of humanity and believe there's only one option left: destroy everything. Some see it as a way to finally lure out God and his Angels; others see it as an act of mercy to a near-dead world; and many just don't care at all.

They are enemies with all the other factions of Demons, though they can tolerate the Cryptics.

RECONCILERS

The Reconcilers have used their time in Hell to reconsider their actions and the punishment that God meted out to them. Many have come to the conclusion that they were punished justly and that they must atone for their misdeeds; others simply feel that there is no point in continuing to fight a war they lost long ago against an omnipotent enemy. Now that they are free they wish to do some good, thinking that God might forgive them and allow them to return to Heaven. Even if he won't they might be able to help the humans, even fix things so the humans can have what they can't.

They are on good terms with the Cryptics and the Luciferans, but are diametrically opposed to the goals of the Faustians and the Raveners.

FAUSTIANS

The Faustians lust for revenge against God, who exiled them from heaven. Even without the leadership of Lucifer, they still try to awaken the human race to its true potential, but only so humanity can be used as a potent weapon in yet another war against heaven. The plots and intentions of a Faustian are often as subtle as they are dangerous.

They have no patience for the Cryptics, and their goals are directly opposite to those of the Raveners and Reconcilers, but they can work with Luciferans (though they don't like to).

Defilers (Lammaa)

As Angels: The Nereids were among the most beautiful of God's creations. They were the muses, and their powers resonated with the passions that led to art and quests for insight and truth. The Nereids were meant to inspire humanity, to beguile them with mysteries and spur them to venture out into the world and discover its hidden wonders.

The Pitt: Although they were more accustomed to isolation than many of the Fallen, the Defilers were among the first to succumb to the agonies of Hell, excising the pain of their loss with rage.

The Return: Now that the gates of Hell are broken, the Defilers are able to indulge their wiles in a civilization that prizes appearance above all. They can lead people to acts of obsession, jealousy and desire that can ruin families, end careers or topple entire governments. Yet they can also encourage humanity's understanding of philosophy, fellowship and art, and provide a vision of beauty amid the bleak reality of the modern world.

Possession: Defilers are drawn to the vain and the passionate. Their hosts are likely to be people with a deep joy in the physical and the immediate. Also those who have loved deeply, or often been denied. Any idealists who attract a Defiler are not interested in abstract theories and pragmatic realities, but in immediate action to change the world. The most farsighted candidates are artists who try to reflect vast slices of reality within their work, sure that they can capture the intricacies of the world.

Factions: Defilers often become Faustians or Raveners. In the first case, they have become captivated by humanity, reacting with delight to their renewed relationship with mankind. The Raveners act like spurned lovers, exacting revenge on humanity for their betrayal. A few become Luciferans or Cryptics, depending on how the war affected them. Only very few of them become Reconcilers; even if they wished it, most Defilers believe that there is no going back to paradise.

Visages of The Apocalyptic Forms Ishhara, Visage of Longing

The angels of inspiration are visions of beauty. Their richly vibrant hair and perfectly sculpted features are the romantic ideal spoken of in mortal poetry and prose, and their honeyed voices melt even the hardest hearts.

Torment: Monstrous Ishhara retain all of their dazzling beauty. If anything, their allure only deepens with the hint of shadowed malice that darkens their eyes and deepens their voices. Their fingernails grow sharp and as hard as steel, fangs appear, and grow bigger as their emotions intensify. What was once a source of inspiration is now a siren song that lure mortals to ruin.

Adad, Visage of Storms

The angels of storms are tall, statuesque figures, their skin glistens like opals and their dark hair is tinged with the deep colors of the ocean depths. Blue flickers of lightning dance across their bodies, forming an angry nimbus around their head when their fury is aroused. Discrete gills also appear on the sides of their necks.

Torment: Angels of the storm who dwell in Torment develop a rough, gray hide and two crowning horns with electricity dancing between. Barbed spines grow from their skin like blisters and their eyes are featureless black orbs, devoid of warmth or compassion.

Mammetum, Visage of Transfiguration

The angels of transfiguration reveal themselves as luminescent, winged figures devoid of any identifying expression, haunting in their silence and deliberate grace. Their entire body fluctuates to a mirror shine and back again, reflecting the moods and thoughts of those around them, shifting like quick-silver amid a riot of feelings and expressions.

Torment: Mammetum who are lost to their Torment lose their luminescence, reflecting their pain and hatred in a series of horrific visions of The Pitt. The creature is a walking panorama of tortured spirits clawing silently at the wall separating them from the physical world.

Devil (Namora)

As Angels: God's first and most magnificent servitors, the Heralds carried the Lord's standard, bringing His light to illuminate all of Creation. These greatest of all angels were the leaders and princes of the Celestials. More Devils than any other House joined Lucifer in their rebellion against God.

The Pitt: The Rebels were cast into The Pitt. With Lucifer missing, the other demons turned upon their former leaders in anger. To defend themselves, and to mask their own doubt, the Devils used their powers of charisma and deception to turn the other demons upon each other.

The Return: Reminded of their past glories, many Devils aspire to make humanity bend knee in service to the once angels. Often they seek to create a hierarchy and order within their influence, with them returning to the role of leader.

Possession: Devils are attracted to mortals who are charmers and deceivers. To those who are willing to abandon everything in pursuit of power and influence. Good examples of such people are politicians, executives, musicians, actors and charismatic preachers. Whether they are the shining knights of Heaven or the black paladins of Hell, Devils have always been heroes. Within the tainted spirit of a Devil remains a core of heroism and nobility, no matter how twisted, and they also respond to mortals who possess those qualities.

Factions: Devils have found their way to the upper echelons of several major factions. Unsurprisingly, most Devils are Luciferans, still loyal to the vision and dream of the first and greatest rebel. After the Luciferans, many Devils find themselves drawn to the Faustians who do not seek to glorify humanity, but use them to return to power. The Cryptics are desperate to learn the truth about the Fall, their mentor, and the true cause of their damnation. Few Devils belong to the Reconciler & Ravener factions, largely because they cannot make themselves believe that the rebellion was in error.

Visages of The Apocalyptic Forms

Bel, Visage of the Celestials

These Devils are luminous, lordly angels, radiating divine grandeur and authority. Their skin literally glows, possessing an aura of golden light that shifts in intensity with their moods. Their eyes blaze with the cold light of the stars. Despite their actual appearance, these Fallen seem to tower over everyone around them.

Torment: As the Bel lose themselves to their dark nature, their authority remains as strong as ever, but the glow that suffused them dims to a sullen red as scales cover their skin. Their wings turn leathery, and their eyes become as black as the void. Where once they were noble, they are now a tyrant.

Nusku, Visage of the Flames

These demons reveal themselves in a blaze of yellow-orange light. Their skin glows with the brilliance of the sun. Open flames flare brightly in their presence and seem to bow toward their master as the flames are drawn to the divinity in their midst. Their eyes appear as burnished gold, and when angered, the Nusku radiate palpable waves of heat from their massive bodies.

Torment: As the Nusku become consumed by their demonic nature, their skin turns black like smoke and seems to seethe with patterns of molten red that pulse with the demon's beating heart. Their eyes glow like coals, and their thick hair writhes in a spectral wind. Horns and tail complete their demonic appearance

Qingu, Visage of Radiance

Qingu appear as incandescent figures wreathed in a corona of jewel-like colors. Their features have more in common with the smooth perfection of marble than with human skin. Their voices are pure as crystal and cuts through the petty din of the mortal world like a razor.

Torment: As torment rises, the colors of their aura become muted, flaring up in angry reds and blues when they grow angry. Their voices become the thing of nightmares, and whispers of madness emanate from the edges of perception.

Devourer (Rabisa)

As Angels: The House of the Wild was granted dominion over every living thing that crawled, flew or slithered across the earth. They were a proud House, and as the wilderness spread, the Angels of the Wild wove the countless strains of life into an intricate tapestry of beauty, majesty and power.

The Pitt: At first, the Devourers accepted their exile stoically, but separation from the living world eventually took its toll. They felt betrayed by Lucifer's absence from The Pitt. For many, anger and pain grew, and they reverted more and more to their feral nature, trading reason and guilt for debased instinct.

The Return: Upon their escape from The Pitt, the Devourers were shocked to discover how much the world had changed. The humans they fought and suffered for had forgotten all they had been taught, raping the world of its dwindling resources and driving whole species into extinction.

Possession: Many are drawn to those who deal with violence on a common basis, soldiers, drug dealers and police officers. However, it is also true they are drawn to those who put themselves against great odds (e.g. fire fighters, political activists) especially those who've been emotionally scarred by their trials. Unsurprisingly, Devourers are also drawn to those who protect nature.

Factions: Devourers tend to fall into one of two factions, depending on how well their convictions weathered the agonies of Hell. Many use their newfound freedom to reform ranks, and continue in their cause as Luciferans, or they choose to burn it all down and seek bloody revenge on God's beloved children as Raveners. Outside these two factions, the next largest group are Reconcilers. Weary of bloodshed and only wishing to rebuild the gardens. Cryptics and Faustians are rare for Devourers.

Visages of The Apocalyptic Forms Zaltu, Visage of the Beast

The angels of the hunt are fearsome in form, stalking through the darkness with panther-like strength and supple grace. The appearances of these Fallen are many and varied, but most are powerfully muscled with large, golden eyes that glow like coals in the moonlight. They speak in a low, liquid rumble, and their howls chill the blood for miles when they hunt.

Torment: Zaltu who are lost to their Torment look emaciated and diseased, their skin grows a layer of fur that is filthy and matted with blood. Their joints crack and sinews snap as they grow to bestial proportions. Flecks of foam drip from their wicked jaws, and their skin thickens into a tough hide of gristle and nerveless flesh.

Aruru, Visage of Flesh

The angels of the flesh, who can alter their forms more dramatically hone their physiques to that of Greek gods. Their power exalts the mortal shell that they inhabit, removing any blemishes or deformities and refining their original features to perfection. In a way, this makes their appearance just as alien and wondrous as the shimmering apparitions of their Celestial kin.

Torment: These Aruru bear little resemblance to human beings, their original shape being lost in a swollen mountain of undulating flesh. Muscle, bone and organs roil and shift from moment to moment without the Fallen's conscious control.

Ninurtu, Visage of the Wild

The Ninurtu manifest as an amalgam of the flora that thrive beneath their aegis. Their skin is commonly covered by intricate designs of deep greens, reds and blues, along with other vibrant colors. Their eyes change like the seasons, ranging from pale gray to deep summer green.

Torment: Monstrous Ninurtu are darker of hue. They grow cruel thorns across their body and they exude the kind of forbidding menace reserved for the deep forests where daylight never touches.

Fiend (Nebera)

As Angels: The Seers were set to watch over the grand design of the cosmos. They regulated the means by which the heavens affected the Earth, directing the swell of tides through the course of the moon and winding the Earth to experience the seasons in turn. One of their number, Ahrimal, was the one who saw the dire portents that would affect mankind, which spurred the angels to rebellion.

The Pitt: Once, they were creatures of order, but The Pitt could not be codified, charted or piloted. Without the great engines of Heaven to provide a measured routine, they went mad.

The Return: When the walls of The Pitt cracked, the Fiends sensed the great engines again and sought their freedom. Upon reemerging, however, they found the heavens derelict and undirected, while the great engines moved as if they were rusted and broken. The Fiends had regained their touchstone, but it was cracked and worn, possibly beyond repair... but then, the same could be said for them.

Possession: Fiends possess an affinity for patient seekers of knowledge, those, like themselves, who question the universe by boldly prodding it, by getting their hands dirty, and by stumbling about in the dark with little regard for body or soul. The Fiend knows that just as important as the truth, is the quest to obtain it.

Factions: Fiends prize the search for knowledge above all. Within their broken breasts lies a genuine need to recapture that absolute clarity when the universe hid few secrets from them. Most become Cryptics. Their second-most common faction are the Luciferans, maybe because Lucifer protected the Fiends from recrimination when the war was at its worst. Some see humanity as just another design to be directed and become Faustians. Few Fiends are drawn to the Reconcilers, if only because they were always so distant that Paradise was never really their home. Rarely do they become Raveners, knowing the end can only be an oblivion darker than The Pitt.

Visages of The Apocalyptic Forms

Shamash, Visage of Light

The Apocalyptic Form of this Lore paint the Shamash in shifting patterns of shadow and silvery starlight. These mesmerizing images draw the eye and inspire wonder, at times hinting at subtle flashes that reflect the demon's inner thoughts. The Shamash can be alluring, deceptive, terrifying or achingly beautiful, often changing from moment to moment.

Torment: Shamash who lose themselves to their Torment are surrounded by chimerical forms that reflect the demons' hatred and despair, creating a horror show of monstrous apparitions that whirl and snap at one another in increasing ferocity depending on the Fiend's mood.

Ninsun, Visage of Patterns

The angels of the great pattern have skins of indigo. Their hairless bodies are covered with intricate lines and patterns etched in pale-blue light that shifts and realigns depending on the angle of light or the intensity of the angel's mood. Their eyes are like bright sapphires, casting the cold light of the stars.

Torment: Monstrous Ninsun lose their indigo hue and become as black as the void. The patterns covering their bodies take on the color of quicksilver, and their eyes are nothing but empty globes of darkness. An extra set of spindly arms creates a distinctly arachnid appearance.

Nedu, Visage of Portals

The angels of the threshold are tall, ethereal figures. Their long limbs and lean bodies have ever shifting patterns of translucency, as if they are not ever fully rooted in any one place. Their motions are as fluid as they are soundless, and their feet leave no impression to mark their passing. When they pass into deep shadow, their eyes shine with an otherworldly blue light.

Torment: Tormented Nedu are monstrous and ancient. The darkness of The Pitt surrounds them and cruel forms snap out from the depths. Their voices are like keening wind over jagged stones, and their touch is colder than ice.

Malefactor (Annanaki)

As Angels: On the third day, God separated the seas from the land, and He gave stewardship of the land to the Artificers. These Celestials governed, and loved the earth and all that lay within it. To them was given an affinity with soil, stone and most especially, with metal.

The Pitt: When the rebels lost the war and were imprisoned in Hell, the Malefactors found it difficult to cope, separated from the earth that was their reason for being. They became cold and withdrawn, preferring careful, calculated acts of vengeance and cruelty to brash upheavals of wanton rage.

The Return: Released from Hell, Malefactors find themselves in a world transformed. Humanity has finally embraced the use of tools and become a race of makers, but in doing so, they have ravaged the earth and left it wounded and unloved.

Possession: Malefactors gravitate toward souls that are as emotionally damaged as their own. Those feeling something lacking in their lives; drug addicts, the ugly or disfigured, people who cling to abusive spouses or teenagers trying to modify themselves with tattoos and piercings. Also, those more comfortable with machines than other people.

Factions: Most Malefactors are Faustians. Using their penchant for manipulating humans with their poisoned chalices and cursed gifts. Reconcilers form the next largest group, for all their attempts to stop caring about the world, these demons can never truly sever their link to the land and nature. Cryptics bend their natural cunning and intelligence toward unraveling the mysteries of the war and the Fall. For many Malefactors, this often keeps them from direct contact with people. Luciferan Malefactors are not very common. Most were too damaged to retain faith in their lost leader. As for Raveners, very few acquire a taste for pure destruction, but when they do they are often exceedingly wicked.

Visages of The Apocalyptic Forms Kishar, Visage of the Earth

These angels manifest as towering figures with earth toned skin that ranges from a creamy brown to pitch black, and they appear as though hewn from stone, on a frame devoid of soft flesh. The Kishar are hairless, and the irises of their eyes have the clarity and color of gemstones. The air about them smells of freshly turned earth, rich with the promise of life.

Torment: Monstrous Kishar are vicious and misshapen, horns rise from their heads like a bulls. Their skin becomes cold with sharp protrusions, and fissured with deep cracks. Their voices take on the foreboding of a shifting boulder balanced above.

Mummu, Visage of the Forge

The angels of the forge appear almost as statues hammered from the black iron of the earth, and their eyes shine like disks of burnished brass. Their voices are deep, like the roar of a furnace. When in their Apocalyptic Form, the Mummu are immune to extremes of fire. They can handle hot coals as mortals do ice cubes.

Torment: Tormented Mummu are cruel looking nightmarish creatures with serrated spikes, surrounded by a haze of smoldering brimstone. Their eyes are twin globes of roiling fire, and wherever they go, electrical devices break down; lights flicker and radios are afflicted with static.

Antu, Visage of the Paths

The Angels of the Path look closely like humans with deeply tanned skin, as though they'd spent a lifetime in the sun, and deep intricate lines also cover their skin. At night these lines reflect the moonlight in ghostly traces that seem to shift and realign themselves as the angel speaks.

Torment: Monstrous Antu cannot conceal the path lines crisscrossing their faces, they stand out as angry cuts of black and red against their tanned skin. The air shifts and trembles around them when they speak, and their eyes cast reflections of long roads covered over in ash and blood.

Scourge (Asharu)

As Angels: The Guardian Angels had an enviable role in Paradise. Entrusted with carrying the sacred Breath of Life and protecting that life, their duties brought them in close contact with their beloved humanity. But even as they keenly felt the pleasure of humanity's presence, they felt more keenly the pain of humanity's frustration. The nearness was both torment and elation, and the tension drove many of the Guardians to rebel along with Lucifer.

The Pitt: The Scourges suffered at least as greatly as any others in The Pitt. The pain of being unable to protect the humans they once loved, and knowing that their curse made every human doomed to die was a great torment as they dwelled in darkness.

The Return: Scourges were once the parents to humanity—indeed, all life— and the needful call of one of their children still draws their attention. But this world, the wreckage of Paradise, is full of fears, real and imagined. A Scourge may be drawn to genuine fear, only to find that it is for selfish reasons.

Possession: Scourges are drawn to those who know what it means to sacrifice, to those who have laid down their lives to protect another (e.g. military personnel, devoted parents). Many Scourge also have an affinity with those that seek to control lives, protecting humanity sometimes involves taking over (e.g. preachers, doctors).

Factions: The most hopeful Scourges tend toward the Reconciler camp. The concept of a world healed is more tempting to them than the alternative. Other Scourges continue to pledge fealty to Lucifer, believing that he somehow escaped the rage of the all punishing God, and that he would have the key to sparing humanity. Faustians find few Scourges in their numbers; The Second House was, and in some way still is, intimately concerned with the safety of humanity. They may bless or curse, but coldly using people as tools doesn't come naturally. Though some become Raveners, very few Scourges find value in joining the Cryptics' debating society.

Visages of The Apocalyptic Forms

Dagan, Visage of Awakenings

The Apocalyptic form of the masters of animation infuses the angel's mortal body with the blush of youth, grace and vibrant health. This aura of life and vitality radiates as a palpable sense of warmth, like a beam of sunlight, and every living being near the Dagan feels it. Wilted flowers return to full bloom, the injured gain strength and the old forget their afflictions.

Torment: As their demonic nature corrupts the Dagan, their bodies transform into a breeding ground for disease and cancerous tumors. They are covered with misshapen growths and weeping sores, and their foul flesh smells of death.

Anshar, Visage of the Firmament

These Angels are ethereal figures with pale skin and large gray eyes. When they speak, their voice echoes faintly, as if from a great distance, and they alternate between bouts of silent distraction and periods of intense scrutiny.

Torment: Monstrous Anshar seem to retreat even further from the physical realm, shrouded in a mantle of malice. Their skin turns an almost translucent gray, and their bodies become bony and emaciated, the skin stretches taught over their faces until they resemble leering skulls.

Ellil, Visage of the Winds

The monarchs of the air reveal themselves as tall and lithe, with large eyes and swift, graceful movements. When in revelatory form, the Ellil are constantly surrounded by shifting winds that ebb and flow with the intensity of their emotions. Any smoke or steam in the area is often sucked by these winds into a swirling vortex that circles their heads and shoulders like an ominous halo.

Torment: Ellil who succumb to their demonic nature grow lean and hatchet-featured, their faces dominated by their large, unblinking eyes. Their once-magnificent wings grow ragged and mangy, and their tall stature becomes stooped. Large quills rise from their form. They are always restless, unable to sit still for any length of time.

Slayer (Halaku)

As Angels: The Angels of Death were given the melancholy task of undoing all the wonders that their peers created, ending lives and erasing great works so that others may follow in their place. Like the other Celestials, the Reapers loved humanity and dedicated themselves to keeping Eden vibrant and dynamic, but mankind in its ignorance regarded the death of animals and plants with fear and sadness. Their reaction pained the Reapers, who longed to explain themselves to humanity.

The Pitt: The Slayers were not as tormented by The Pitt as other Fallen, they knew of bleak worlds already, but they again found themselves unable to make things right as they watched their brethren grow into more and more depraved monsters.

The Return: Slayers find themselves in a world that has suffered greatly in the absence of those meant to govern the ways of aging and death.

Possession: Slayers are drawn to several kinds, to those who have spent a lifetime helping others, or devoted to a framework of thought that focuses on the next life at the expense of their current one. Another kind are those whose souls have been worn down to nothingness by banality and neglect, who run blades across their skin simply so they can feel.

Factions: Very few Slayers are Luciferans, having never been fiercely loyal to Lucifer. There are more Faustian Slayers, but most of the House that are focused on humanity's potential actually become Reconcilers instead, turning their passion toward rebalancing the world as it was before the loss of Paradise. The Cryptics attract quite a number of Slayers, because the abstract and investigative nature of the faction suits them. The Raveners attract their fair share as well. The members may say they have various reasons; that they are carrying out their God-given duty, or that in the absence of God they have become the judges of mankind, but some just want existence to turn to burn to nothing.

Visages of The Apocalyptic Forms Namtar, Visage of Death

These angels are shadowy figures whose face and features are hidden in dark shadows. A pall of silence surrounds these figures, and their feet never seem to touch the ground. Black raven feathered wings wrap around them like a cloak, and their skin is white and bony like a bleached skeletons.

Torment: Monstrous Namtar exude the cold aura of death, draining the life of every living thing around them. Flowers wilt in their passing, children grow glassy-eyed, and the old feel mortality grip their heart, while their wings appear as thick ash.

Ereshkigal, Visage of the Realms

Angels of the Second World manifest as dark figures wreathed in tendrils of ghostly mist that shift and writhe from moment to moment, occasionally reflecting the angels' thoughts in strange, symbolic forms. Only their eyes, colored in shifting patterns of gray and black, hint at the bleak world beyond the mortal realm. Their wings are like tangible shadows.

Torment: Ereshkigal who surrender to their Torment are walking portals to the land of the dead, exuding an aura of loss and despair that chills mortal hearts. Their voices are bleak and sepulchral, and their eyeless stare gives the boldest heart pause.

Nergal, Visage of the Spirit

The angels of the spirit world appear as pale, serene figures reminiscent of the images of human saints, beautiful, silent and remote. Like others of their House Nergal move without noise or effort, seeming to glide along the ground as they move. The air itself seems to wrap about them like a robe of night, conjuring the image of the cowled ferryman of human myth.

Torment: Monstrous Nergal are stained with the blood of the dead, their alabaster skin are streaked with lines of crimson and black. Their eyes are orbs of clotted blood, and when they speak, their voices howl like the spirits of the damned.

Character Creation – Demon Template

Choose a House. Choose a Faction. Choose one of the three favored Attributes to receive +1 dot in one. Create a Celestial name. Select one of the 3 House Lore to be your Primary Lore. You gets 3 points to go toward Lore & +1 free Lore to go toward one of the two Common Lore. No Lore may be *higher* than your Primary Lore. Apocalyptic Forms (Visage) is based on your Primary Lore, or it can be customized (pg. 16).

Aging: Demons may spend 5 points of Faith on an equinox to prevent aging until the next equinox.

Merits

Eminence - (1-5) - Status before The Pitt.

Legacy – (1-5) - Memory from before The Pitt.

Pacts – (1-5) – Pre-existing pacts, which translates into Faith Points per day equal to this merit.

Mastery – (1-5) – Re-roll the dice pool of an Evocation attempt involving Primary Lore. This can be done a number of times per session equal to Merit.

Paragon - Faith/turn - Revelation Stun

1	10/1	1
2	11/2	1
3	12/3	1
4	13/4	2
5	15/5	2
6*	17/7	2
7*	20/9	3
8*	25/11	3
9*	35/13	3
10*	50/15	4

*Traces of the Demon’s True Name may be detected from an area where even 1 Faith was spent.

Paragon (Character Creation)

Paragon starts at 1. During creation, every 3 Merit points spent raises Paragon by 1. Also, during creation a player may start with a Torment Rank of 4 to gain one free Paragon. Max starting Paragon is 3.

Paragon Experience cost equals New Dots x8

Torment (Starting Torment Rank is 3)

Torment	Sin	Roll
10	(Truly and fully damned)	(No roll)
9	(Torture or mindless cruelty)	(2 Dice)
8	(Murder in a fit of rage, giving in to intense negative emotions, causing them in others)	(2 Dice)
7	(Premeditated murder)	(3 Dice)
6	(Destruction of works or inflicting intentional emotional harm with cruelty or neglect)	(3 Dice)
5	(Harming others through negligence or thoughtlessness)	(3 Dice)
4	(Theft from or deception of others without just cause, breaking your their word)	(4 Dice)
3	(Doing harm to a mortal except for the greater good)	(4 Dice)
2	(Permitting any lesser sin in their presence without at least trying to prevent it)	(5 Dice)
1	(Any selfishness or unwilling to sacrifice for the greater good)	(5 Dice)

Torment as Morality: Torment functions like Morality, but in reverse. Lower Torment means they are more benevolent (2 Torment is like 8 Morality).

Torment Points: If the Demon fails a Torment roll from committing a sin, the Demon gains Torment *points* equal to the rank of the sin. Acquiring 10 *points* will raise the Demon’s Torment *Rank* by one.

Torment Appearance: While in Apocalyptic Form, if the Demon’s Torment Rank is less than half the Demon’s Willpower they appear benevolent and awe-inspiring like an angel. If Torment is equal to or greater than half the Demon’s Willpower then a mortal will see them as a mix of either awesome or terrifying, depending on the mortal’s point of view. If Torment is greater than the Demon’s full Willpower, they are nightmarish and horrifying. (These do not refer to current Willpower points.)

Innate Powers

(Note: When dice pool is "Willpower" that indicates Resolve + Composure, not current Willpower points.)

Handling Physical Damage

Instant Action: The Demon can spend a Faith point to heal 2 Bashing or 1 Lethal damage.

Reflexive Action: The Demon may spend a Faith point to automatically succeed to stay conscious if they have suffered Bashing damage in their last health box, even after a failed roll.

Reflexive Action: If the Demon is bleeding to death they may spend a point of Faith to stabilize themselves, even if they are unconscious.

Supernatural Awareness

Always On: Demons are attuned to the fabrics of Creation. With any overt powers being used (ST's discretion in what is "overt") The Demon is aware *something* is happening. This awareness extends out for Paragon x 20 yards.

Scrutinize (Wits + Investigation + Paragon)

Instant Action: While the Demon Scrutinizes (cannot run, attack or add their Defense) the Demon senses more detailed information from any active supernatural powers nearby (range is Paragon x 20 yards). Scrutinizing successes are subtracted by the potency of obscuring powers.

1 Success: A generalized idea of how powerful.

2 Successes: Also what quality of magic it is (e.g. violent, mind influencing, healing).

3+ Successes: Also the location of the power. (If the origin of the power is within line of sight, the Demon discovers who [or what] is creating it.)

Resistance to Mind Control

Demons resist mind control like normal but with the added ability of being able to spend a point of Faith to automatically succeed against that power for the remainder of the scene *if* they know the real/true name of the opponent. This is a Reflexive Action and it can be done after a failed roll. (Supernaturally induced emotions/coercion are considered "mind control".)

Immunity to Possession

Demons are immune to any attempt of possession.

Invocations (Invoked Demon Rolls Willpower)

The power of a Demon's Celestial (or True) name is such that speaking it, even in conversation, is enough to allow that Demon to scry the speaker. Multiple Invocations at a time are possible.

No roll needed between a Demon and her Thrall.

1 Success: Mental image of the speaker.

2 Successes: Also visual information of speaker's surrounding, and a vague sense of their direction.

3 Successes: Also allows the Demon to eavesdrop (hearing the speaker's voice only) and to verbally communicate to the speaker. This lasts for an equal number of turns as successes. Demon may roll at the end of the duration to maintain contact. (Maintenance successes equal additional turns.)

Resistance to Lethal Damage (In Apocalyptic Form)

From individual sources of damage, the first point of Lethal gets downgraded to Bashing. (Does not stack with Armor Forms)

Apocalyptic Form (Paragon + Resolve)

Instant Action: One success must be rolled (or a Reflexive expenditure of a Faith point) for the Demon to manifest their Apocalyptic Forms. The Demon chooses how many of their four regular Forms to manifest (refraining from manifesting all four Forms is sometimes desired). An additional roll must be made to later manifest any reserved Forms. Deactivating is Reflexive. The Demon only manifests their Torment Forms in 2 different ways: At Torment Rank 7 they get a Form of their choice, Torment Rank 8 they get a second Form, ect... The second way is to manifest one or more of these 4 Torment Form abilities at the cost of receiving a Torment point on a one-for-one basis. Duration lasts for one scene.

(Apocalyptic Forms may cause "Revelation", check page 16 for details on when this happens.)

Regaining Faith points

Reaping – This only works on a mortal once. The Demon must make the person believe that they are truly an Angel, Demon or other supernatural creature. They must do more than *Revelation*, they must also interact with that human in a meaningful way (good or bad). The ST decides if the interaction in the scene counts and allows a roll to see if the Demon reaps 1 point of Faith.

Roll: Willpower + Paragon

(Exceptional success means 2 Faith is reaped.)

Pacts – Faith is subjective and not a hard and fast rule, those with different faiths, or even those with no real knowledge of their own religion can still have high amounts of Faith. It need not even be in a god of any type, it could simply be a profound feeling within that surrenders to a force greater than themselves. That is the key, how much the individual surrenders to their belief of supernatural guidance. The Demon must link themselves to that individual's belief for a Pact to be made. The Demon then provides the mortal a service (even if that service is just using the mortal's own faith to *Empower* them), in return the mortal provides the Demon with daily Faith. Finalizing a pact is simple. The Demon offers to fulfill a desire of the mortal's in exchange for the mortal's devotion or worship. If the mortal agrees, the Demon spends a point of Willpower and fulfills the mortal's wish to seal the pact. This makes the mortal a "Thrall". The pact fails if the Demon does not hold up her end of the deal or if it is refused. Once created, only the Demon can break the Pact. The Demon receives half of the mortal's Faith on a daily basis (round down). The remaining point(s) go toward "Empowering the Mortal". A mortal's Faith Rank can change over time. The Demon receives this Faith at dawn (where the mortal is).

Humans have a Faith Rank between 1-5

Examples: Atheist = 1, Average = 2, Regular Church Goer = 3, Devoted Priest = 4, Truly Exceptional = 5.

Empowering the Mortal

Each Faith point reserved for the mortal is used to bestow any one of the following gifts:

Stats: Raise any Attribute by 2 or Skill by 4.

Enhancement: The Demon gives the mortal the power to manifest one of their Apocalyptic Forms. (Torment Forms causes the gain of a Torment point.)

Evocation: The Demon grants the Thrall the power to perform one of their 1st or 2nd level Evocations. (The mortal effectively has a Paragon rating of 1.)

Health: All diseases and derangements vanish, and from that point on they have +3 dice to resist disease, (but no special resistances to new derangements).

Merit: Thrall gains two Merit points that can be used for any non-Social Merits (Exception: Striking Looks).

Resistance: +1 to Resolve, Stamina and Composure.

Faith as a Weapon (Possessed by all Mortals)

Instant Action: The mortal calls upon their Faith as a force against the Demon (e.g. calling upon Jesus to banish the hellspawn [though any religion can perform an equivalent act of faith]). The mortal then spends a Willpower point and rolls Willpower, if a success is achieved then the Demon is unable to harm the mortal while the mortal concentrates, and the Demon also suffers a negative dice equal to the mortal's Faith Rank for *all* rolls while in the presence of the mortal. While not forced, this often drives the Demon away (Demon still suffers the dice penalty for 10 minutes afterwards). All Thralls lose this ability.

Holy Ground: Truly sanctified places can also give dice penalties to Demons, anywhere from -1 to -5.

Revelation

As an Instant Action, a Demon may look into a mortal's eyes and intentionally cause Revelation. The mortal rolls **Willpower** (If the same mortal ever experiences Revelation again they have +2 dice on this roll). They must get as many successes as the stun chart (depending on Paragon). If they fail they are in awe or horrified and likely (not always) will not do anything but stand and stare raptly (or some might attempt to use their Faith to repel them). If threatened, they flee and rationalize the whole experience away. If they succeed it is still a profound experience but they can be rational.

Death

After death there are two full turns spent retracting the Demon's spirit from their host. This is when they are vulnerable to being *Cannibalized* by another Demon. After extraction the Demon hovers, seeing others by their souls (they glow) and physical objects at half opacity. The Demon can move through walls and fly at a speed of Paragon + 2 miles *each turn*. Also, each turn the Demon must make a successful Willpower roll or be sucked back to hell. Spending a Willpower point gives an automatic success.

Possessing a Host is automatic, but finding a viable host is hard (it must be someone that has recently died within the past 7 minutes and has a nature similar to the Demon's). The odds are typically a chance roll each turn if in a big city (no penalty for dramatic failure on this roll).

Possessing an Item instead is possible but very rare, few items are appropriate to possess. It must be a stand-alone object like a chalice, not a gear in a machine or an entire factory, and must resonate with human emotion. The odds of finding a suitable item is a chance roll, but the Demon only gets to make this roll once to find an appropriate item.

If Successful in possessing a new host the Demon loses 1 Paragon and they can gain +1 Torment Rank (if host's Humanity is 4 or below) or -1 Torment Rank (if host's Humanity is 7 or above). Possessing an item makes them an Earthbound (being an Earthbound eventually leads to a Torment of 10, given time). Also, Demons can theoretically be summoned back out of hell with the proper ritual. Each ritual must be tailored to the specific Demon. Some Demon's invest the ritual to their Thralls, but they would also have to give their True Name, and most do not do that.

Final Destruction

Cannibalizing another Demon is the only way to truly destroy a Demon. A cannibalizing Demon must be within arm's reach of the one that just died. The consumer inhales their essence as a Contested roll. Consumer: **Willpower + Paragon**. Victim: **Paragon**. If consumer fails, the victim may leave to find a host.

If Cannibalized, all the victim's Faith Points and Paragon are absorbed. If the victim's Paragon was higher than the consumer then the consumer gains one free Paragon rank. Also, for each point of Paragon the victim had, the consumer automatically learns a significant memory from the victim. (e.g. another Demon's True Name, location of an ancient relic). Also, each point of Paragon of the victim's may be spent to gain one of these three benefits:
Raise a Skill by 2 (Only if they had that rank.)
Raise an Attribute by 1 (If they had that stat.)
Gain a dot in their Primary Lore (If they had the new rank desired. [e.g. 3 Paragon points could be used to learn their 1st, 2nd & 3rd dot of their Primary Lore.])

True Name

A Demon's True Name is not only words, they are sounds that represent a much deeper meaning that encompasses the whole truth of the Demon. These truths are represented in **seven parts**. Only a Demon can verbally impart the meaning of a True Name for another individual to hear and then understand. Non-Demons cannot impart this knowledge to others.

Whispers: Every time a Demon spends more than one Faith point in an area (100 cu. yards) in the same scene, they leave behind spiritual whispers of their True Name. Demons and Non-Demons can hear these whispers in their mind if they are silent and completely still for one minute within that given area, but it must be within an hour of the Demon's expenditures (listeners roll dice equal to the number of Faith points spent beyond 1). Achieving one or more successes reveals just one part (1 of the 7) of that Demon's True Name. (The listener always learns a new part of the True Name until they know it all.) (*Whispers* is only enacted once for each listener, for each event of the Demon's overt Faith expenditure.)

Possessing the full True Name of a Demon grants:

Knowledge of the Demon's Virtue, Vice, Merits, Skills, Attributes, Lore and Apocalyptic Forms.

Invocation Links can automatically be achieved.

+3 Dice for *all* contested rolls against that Demon, including all combat rolls against that Demon.

Apocalyptic Forms (Visage)

Revelation: If only one Form is active then the Demon does not cause Revelation unless that form is *italicized* (and then it *will* cause Revelation).

Customizing: 16 points are used to create a Visage. (At least 6 points must go toward Torment Forms.) Pick 4 Regular Forms and 4 Torment Forms from the House Forms and the Common Forms. Forms with an asterisk (*) mean they can only be purchased for Torment Forms. Selecting a non-asterisk Form for a Torment Form costs 1 point less (minimum of 1).

Common Forms

Armor (4)

Every instance of Lethal damage has the first 3 points get downgraded to Bashing.

Cast No Reflection (2)

The Demon's image is not visible in any reflective surfaces or caught on any type of camera.

***Claws & Fangs (2)**

Vicious looking claws & fangs. Biting first requires grappling the target. Strength + Brawl + 2. Lethal.

Damage Resistance (3)

Ignore wound penalties. Remain active even if health boxes are filled with Bashing and/or Lethal.

Enhanced Perception (3)

Senses are magnified x2. (e.g. see/hear details from x2 distance [does not help with lowlight], smell/taste weak odors/chemicals, feel the differences of one person's skin from another's). +3 to Perception rolls.

Enhanced Mental Acuity (4)

+4 dots to Mental Attributes (selected at creation).

Enhanced Social Traits (4)

+4 dots to Social Attributes (selected at creation).

Extra Action (3)

Reflexive Action: Spend a Faith point. Gain one extra action. This action takes place at the end of the turn.

Extra Health Levels (3)

+4 Health boxes. (When this Form ends, any wounds suffered remain & may cause incapacitation/death.)

***Extra Arms (3)**

Arms give an extra attack only action at -2 dice. The extra action takes place at the end of the turn.

***Gaping Maw (2)**

Hideous, fanged and distended mouth. Biting does not require grappling. Can potentially bite through and digest any material. Strength + Brawl + 2. Lethal.

***Horns (2)**

Attack dice pool is Strength + Size. Lethal. (After each attack, the Demon takes a -5 to her Initiative score for the combat, if this reduces it to 0 then instead of receiving -5 she loses her next action.)

Improved Initiative (1)

+4 Initiative.

Increased Size (3)

Each time the Form is manifested, choose either:
Size +1 & Strength +1 (Not italicized)
Size +2 & Strength +2 & Defense -1. (Italicized)

***Lashing Tail (3)**

Long reptilian tail tipped with a curved barb. 1 Free attack with tail (at end of turn). 6 dice pool. Lethal.

Pass Without Trace (2)

+5 Stealth. Leave nothing to track, not even smell.

Regeneration (4)

Heal 1 Bashing at the beginning of each turn. Also, each Faith point can now be used to heal 2 Lethal.

Sense the Hidden (1)

+5 dice to find (perception/tracking) any who have spoken the Demon's Celestial/True Name before.

Wings (3)

Ability to fly. Maneuverability is equivalent to a very large eagle. Taking off from a standing position is possible if there is ample room. Hovering for longer than one turn does not typically work unless there is a strong wind. Speed can be up to 3x the Demon's speed trait at max. At full extension of each wing is a third again the character's height (e.g. 6 feet tall person would have two 8 feet wings).

Defilers (Lammaṣa)

Visage of Longing (Ishara)

Regular: Angelic Beauty, Enhanced Intuition, Enhanced Social Traits, Lyrical Voice.

Torment: Claws & Fangs, Extra Action, Greater Perception, Venom.

Visage of Storms (Adad)

Regular: Angelic Beauty, Gills, *Increased Size*, Shocking Touch.

Torment: *Horns*, Ink Cloud, *Shark Hide*, Spines.

Visage of Transfiguration (Mammetam)

Regular: Cast No Reflection, Greater Perception, Improved Dexterity, Pass Without Trace.

Torment: Distortion, Extra Action, *Gaping Maw*, Venom.

Angelic Beauty (3)

+1 Presence & +1 Manipulation.

Gain two ranks (four dots) in Striking Looks merit.

Distortion (3)

The Defiler is distorted in ways making it difficult to strike them. 8's Do not count as a success when physically striking or shooting the Defiler.

Enhanced Intuition (1)

+2 Empathy, +2 Subterfuge and +2 Socialize.

Enhanced Social Traits (3)

+4 dots to Social Attributes (selected at creation).

***Extra Arms (2)**

Arms give an extra attack only action at -2 dice.

The extra action takes place at the end of the turn.

Gills (1)

The Defiler gains the ability to breathe underwater.

Greater Perception (3)

Senses are magnified x3. (e.g. see/hear details from x3 distance [does not help with lowlight], smell/taste weak odors/chemicals, feel air disturbances from Size 3+ objects moving within 7 yards). +5 to Perception.

Improved Dexterity (2)

+2 Dexterity.

***Ink Cloud (2)**

Once per scene. Instant Action. Ink sprays from the Demon in all directions. Radius is in yards equal to Demon's Torment. Those close enough must make a successful Stamina roll or are blinded for a number of turns equal to Torment (if successful, they are still blinded for one turn.)

Lyrical Voice (2)

+2 automatic successes on all Persuasion and Expression rolls (does not include Evocations).

***Shark Hide (Armor) (3)**

+1 Armor (1/1). Every instance of Lethal damage has the first 3 points get downgraded to Bashing.

Shocking Touch (2)

The Defiler gains an immunity to damage from electricity. Also, as a touch attack (Dexterity + Brawl – Defense) and if a success is achieved, then the Defiler does 3 Bashing damage to a target, +1 for every three points of Paragon the Defiler has.

***Spines (1)**

Any successful unarmed attack against the Demon takes 1 Aggravated damage.

***Venom (3)**

Saliva contains intoxicating venom that affects a victims Willpower. Administer with a bite attack, licking an open wound, or kissing on the mouth. Victim loses Willpower points equal to the Demon's Torment, they contest with Stamina + Paragon, each success prevents 1 loss. If this depletes the victim's Willpower, they fall into a coma for a number of days (against a mortal) or hours (against a supernatural) equal to Torment. It takes an hour before another dose of the venom can affect the same target again.

Devils (Namara)

Visage of the Celestials (Bel)

Regular: Enhanced Social Traits, Extra Action, Lordly Mien, *Wings*.

Torment: Claws & Fangs, Dread Gaze, *Scales*, Sense the Hidden.

Visage of the Flames (Naska)

Regular: Damage Resistance, Immunity to Fire, Improved Initiative, *Increased Size*.

Torment: *Horns*, *Lashing Tail*, Molten Blood, *Scales*.

Visage of Radiance (Qinga)

Regular: Inhuman Allure, Radiant Aura, Spark of Faith, *Wings*.

Torment: Corrosive Spit, *Gaping Maw*, *The Host*, Voice of the Damned.

***Corrosive Spit (2)**

Bite attacks deal +1 Aggravated damage. Spit attack up to 10 feet away: Dexterity + Athletics – Defense. Success means 1 Aggravated damage (max).

Dread Gaze (4)

Reflexive Action. A mortal (one a turn) who meets the eyes of the Devil lose their next action.

Enhanced Social Traits (3)

+4 dots to Social Attributes (selected at creation).

***Molten Blood (2)**

Every drop of blood from the Devil will catch on fire with any object that it comes in contact with.

Immunity to Fire (2)

Also, any non-living object the demon is touching is also granted immunity to fire damage (if desired).

Inhuman Allure (3)

+2 Presence. Gain 2 ranks (four dots) in Striking Looks merit.

***Lashing Tail (2)**

Long reptilian tail tipped with a curved barb. 1 free attack with tail (at end of turn). 7 dice pool. Lethal.

Lordly Mien (1)

+2 Expression, +2 Intimidation and +2 Persuasion.

Radiant Aura (1)

Enemies lose the "10 again" rule when physically striking or shooting the Devil.

***Scales (Armor) (3)**

+1 Armor (1/1). Every instance of Lethal damage has the first 3 points get downgraded to Bashing.

Spark of Faith (3)

Touch mortal. Instant Action. Heal all their Bashing damage, heal 1 Lethal damage and downgrade one point of Aggravated Damage to Lethal (in this order), as well as restore one point of Willpower. This only works on any given mortal once per day.

***The Host (3)**

Shadows shift at the edges of perception and whisper twisted truths. All others within seven yards of the Devil and who have equal or lower Willpower than the Devil's Torment have -2 dice for all actions (those with greater Willpower still receive a -1 dice modifier).

***Voice of the Damned (2)**

2 automatic successes on Expression, Intimidation & Subterfuge Rolls (does not include Evocations).

Wings (2)

Ability to fly. Maneuverability is equivalent to a very large eagle. Taking off from a standing position is possible if there is ample room. Hovering for longer than one turn does not typically work unless there is a strong wind. Speed can be up to 3x the Demon's speed trait at max. At full extension of each wing is a third again the character's height (e.g. 6 feet tall person would have two 8 feet wings).

Devourers (Rabisa)

Visage of the Beast (Zalta)

Regular: Enhanced Perception, Natural Weaponry, Nimble Hunter, Relentless.

Torment: Frenzy, *Increased Size*, Primal Mind, Thick Hide.

Visage of Flesh (Arara)

Regular: Chameleon Skin, Enhanced Beauty, Extra Health Levels, Regeneration.

Torment: *Gaping Maw*, *Increased Size*, *Lashing Tail*, Thick Hide.

Visage of the Wild (Ninarta)

Regular: Aura of Vitality, Immune to Poisons, Pass without Trace, Sun's Bounty.

Torment: *Disperse*, Natural Weaponry, Thorns, Toxins.

Aura of Vitality (3)

Non-Demon life forms within yards equal to Paragon heal a point of Bashing every turn.

Chameleon Skin (1)

1 automatic success on Stealth rolls (2 automatic, if standing still) (does not include Evocations).

***Disperse (3)**

Instant Action. Dissolve body into mass of hornets, spiders, or other tiny creatures (instant action to revert back to normal). Dice pool while a swarm is Torment + Paragon (Max 10). The Devourer can flow through cracks or attack. ST decides rules.

Enhanced Beauty (1)

Gain one rank (two dots) in Striking Looks merit.

***Frenzy (2)**

Devourer acts with heightened aggression. Instead of wound penalties subtracting dice they give bonus dice instead (by equal amount). Remain conscious until Health is filled with Aggravated.

Immune to Poisons (2)

Immune to any toxin/bacterium/virus (e.g. alcohol, hemlock, tear gas, HIV, common cold).

Natural Weaponry (3)

Beastial looking claws & fangs. Biting first requires grappling the target. Strength + Brawl + 2. Lethal.

Nimble Hunter (2)

+2 to Athletics. +7 to Speed. Jumping quadrupled (determine distance then multiply by 4).

Primal Mind (4)

Mortal's only. Instant Action. Willpower + Paragon Vs. Willpower. Touch target, their higher thoughts shut down and they will obey the first command they hear (targets cannot be made to commit suicide or kill another person). Effect lasts for 1 scene. This can only be attempted on each individual once per scene. Memory is unaffected.

Relentless (1)

+5 dice when resisting fatigue, illness, poison, drugs, drowning or going unconscious.

Sun's Bounty (2)

Once per day. The Devourer must be relaxing (generally taking it easy) and in direct sunlight for one hour (partially cloudy still works). Become nourished and rested as if eaten a full meal and slept 4 hours. Heal 2 Lethal damage.

Thick Hide (Armor) (3)

Every instance of Lethal damage has the first 3 points get downgraded to Bashing.

***Thorns (1)**

Any successful unarmed attack against the Demon takes 1 Aggravated damage.

***Toxins (3)**

All of the Devourer's clawing and biting attacks receive bonus dice equal to Torment (Maximum of 5 bonus dice). (Does not work with "Disperse".)

Fiends (Nebera)

Visage of Light (Shamash)

Regular: Cloak of Shadows, Greater Perception, Unearthly Glamour, *Wings*.

Torment: *Armor of Unholy Light*, Cast No Reflection, *Chimerical Attack*, Hypnotic Visions.

Visage of Patterns (Ninsan)

Regular: Enhanced Mental Acuity, Eyes of Fate, Greater Perception, Sibilant Whispers.

Torment: Aura of Misfortune, Enhanced Dodge, Extra Arms, Rend the Soul.

Visage of Portals (Neda)

Regular: Enhanced Mental Acuity, Greater Perception, Pass Without Trace, Sense the Hidden.

Torment: Ancient Presence, *Chimerical Attack*, *Increased Size*, Regeneration.

Ancient Presence (1)

+2 Persuasion, +2 Intimidation, and +2 Expression.

***Armor of Unholy Light (Armor) (3)**

+1 Armor (1/1). Every instance of Lethal damage has the first 3 points get downgraded to Bashing.

***Aura of Misfortune (3)**

Range is yards equal to Torment. All sentient creatures except the Fiend within range have 1's, subtract successes on all their rolls. Getting more 1's than successes will cause a Dramatic Failure.

Cloak of Shadows (2)

+3 Stealth. In dark shadows you become invisible.

***Chimerical Attack (3)**

Forms appear around Demon and can attack foes as their own action. Same initiative (the forms can attack either before or after the Fiend's action). It can attack one victim in melee range using Torment dice +2 (max of 10). Lethal.

Enhanced Dodge (1)

+2 Defense.

Enhanced Mental Acuity (3)

+4 dots to Mental Attributes (selected at creation).

Eyes of Fate (2)

Once a scene. Instant Action. Select a mortal within sight to learn their real name and faith rank. Also, learn how the mortal is likely to die before any interference from the Fiend (information gained is the cause of death and one additional detail [e.g. "pneumonia, and very lonely" or "stabbed in the chest, by a friend]). If the selected target turns out not to be a mortal, then the Fiend only discovers *what* they are.

Hypnotic Visions (3)

Each round all attackers must roll Willpower (mortals only get to roll Resolve), if they fail they cannot attack the Fiend this round (but may perform a different action).

Greater Perception (3)

Senses are magnified x3. (e.g. see/hear details from x3 distance [does not help with lowlight], smell/taste weak odors/chemicals, feel air disturbances from Size 3+ objects moving within 7 yards). +5 to Perception.

***Rend the Soul (2)**

Twice per scene. Mortals only. Touch target. Momentarily make the target feel infinitesimally small in the scheme of creation. Roll Torment, each success takes away their Willpower points, if they are reduced to zero points then they do nothing but curl up and weep (if attacked they shield themselves but do not attack back or run).

Sibilant Whispers (1)

1 automatic success on any Subterfuge or Persuasion roll (does not include Evocations).

Unearthly Glamour (1)

Gain one rank (two dots) in Striking Looks merit.

Malefactors (Annanaki)

Visage of the Earth (Kishar)

Regular: *Increased Size*, Irresistible Force, Night Sight, Tremor Sense.

Torment: *Horns*, Iron Skin, Immune to Bashing, *Thunderous Voice*.

Visage of the Forge (Mamma)

Regular: Conjunction, Immunity to Fire, Iron Skin, Master Artisan.

Torment: *Extra Arms*, Immune to Bashing, Magnetic Field, Spikes.

Visage of the Paths (Anta)

Regular: Dead Reckoning, Pass Without Trace, Superior Endurance, Tremor Sense.

Torment: Beckon, Claws & Fangs, *Extra Arms*, *Thunderous Voice*.

Beckon (3)

Mortals only. The Demon must be in line of sight and speak to the Mortal their real name. They are compelled to follow the Demon (mortal is aware enough to not walk out into traffic or similar, but they cannot speak and do not understand what compels them). They follow to the best of their ability for one hour or until attacked.

Conjunction (2)

Anything Size 1 (or smaller) can be stored away in a hidden pocket dimension and retrieved at will (seemingly from thin air, like a magician's trick). The weight of the object still weighs down on the Malefactor. Items appear on Malefactor if he dies.

Dead Reckoning (1)

Perfect sense of location, direction and distance.

Immune to Bashing (4)

Immune to all Bashing damage, although the Malefactor still suffers Bashing damage that was downgraded down from Lethal damage.

Immunity to Fire (2)

Also, any non-living object the demon is touching is also granted immunity to fire damage (if desired).

Iron Skin (Armor) (3)

Every instance of Lethal damage has the first 3 points get downgraded to Bashing.

Irresistible Force (2)

+4 to Strength but only in relation to the "Feats of Strength" (both for the baseline Strength and the roll to increase it). Reference "WoD book, pg. 47"

Magnetic Field (3)

Disrupt all electronic devices within yards equal to Paragon (or Torment Rank if it is a Torment form).

Master Artisan (2)

+5 dice to non-Evocation Craft rolls. Also, the Malefactor acts as if she has the proper training and knowledge for any Craft related roll.

Night Sight (1)

See in any darkness as if it were daylight.

***Spikes (1)**

Any successful unarmed attack against the Malefactor takes 1 Aggravated damage.

Superior Endurance (3)

+4 Stamina.

Thunderous Voice (3)

Instant action. Once per scene. Everything within yards equal to Paragon take 3 Bashing damage.

Tremor Sense (3)

The Demon becomes intuitively connected to the subtle vibrations in the ground. +6 Initiative. Sense *any* (macro scale) movement or vibration within yards equal to Paragon + 4. (e.g. mice moving, the beating heart of someone on the other side of a wall, someone undoing the safety on their gun.) Also, the Demon knows what is hidden in the earth around her (this range is 10 yards).

Scourges (Asharu)

Visage of Awakening (Dagan)

Regular: Aura of Vitality, Cast No Reflection, Enhanced Dodge, Extra Health Levels.

Torment: *Gaping Maw*, Miasma, Sense the Hidden, Viscous Flesh.

Visage of the Firmament (Anshar)

Regular: Dead Reckoning, Greater Perception, Improved Physical Capabilities, Sense the Hidden.

Torment: *Gaping Maw*, *Caustic Bile*, Extra Action, *Lashing Tail*.

Visage of the Winds (Ellil)

Regular: Dead Reckoning, Greater Perception, Immune to Falling Damage, *Wings*.

Torment: Claws & Fangs, Cloak of Shadows, Mist, *Quills*.

Aura of Vitality (3)

Non-Demon life forms within yards equal to Paragon heal a point of bashing every turn.

***Caustic Bile (3)**

Once per scene. Instant Action. Project a stream of acidic bile. Range is ft. equal to Torment +5. Roll Dexterity + Athletics – Defense. If hit, the target takes 2 Aggravated this turn, then 1 on the next turn and then finally 1 more Aggravated on the third turn. (Totaling 4.)

Cloak of Shadows (2)

+3 Stealth. In dark shadows you become invisible.

Dead Reckoning (1)

Perfect sense of location, direction and distance.

Enhanced Dodge (1)

+2 Defense.

Greater Perception (3)

Senses are magnified x3. (e.g. see/hear details from x3 distance [does not help with lowlight], smell/taste weak odors/chemicals, feel air disturbances from Size 3+ objects moving within 7 yards). +5 to Perception.

Immune to Falling Damage (2)

This specifically only prevents damage the Demon would have acquired from falling to the ground. (e.g. Doesn't work against getting hit by a car, having something dropped on the Scourge, ect...)

Improved Physical Capabilities (4)

+2 Strength, +2 Dexterity, and +1 Stamina.

***Miasma (4)**

Twice per scene. Instant Action. Exhale breath that smells of gangrenous rot. Feet equal to Torment +5, (Width is equal to Torment) all living, breathing creatures in path of exhalation lose 2 turns if they do not roll successful: Stamina + Paragon - 2. May cause disease (ST discretion).

Mist (4)

Instant action. Mist appears at the beginning of the next turn, heavily obscuring a 200 yard radius for 1 scene. It only lasts 2 minutes if there is a strong wind. Torment form makes it a slightly cough inducing smoke (does not cause suffocation).

***Lashing Tail (2)**

Long reptilian tail tipped with a curved barb. 1 free attack with tail (at end of turn). 7 dice pool. Lethal.

***Quills (3)**

Each turn, one opponent within feet equal to Torment at the end of turn takes 1 Lethal damage as a Quill shoots off the Scourge's body and into a victim, though damage will be prevented if they have 2 points or more of ballistic armor. (Scourge selects the target.)

***Viscous Flesh (2)**

Foul diseased flesh sloughs off the Scourge. Any who come in skin to skin contact or breath within 3 feet of the rotting flesh (up to one hour after being shed) rolls Stamina + Paragon, if they fail they contract the black plague (or another plague).

Slayers (Malaka)

Visage of Death (Nantar)

Regular: Cloak of Shadows, Night Sight, Touch of Death, *Wings*.

Torment: Aura of Entropy, Damage Resistance, Death-Grip, Reaper's Breath.

Visage of the Realms (Ereshkigal)

Regular: Aura of Dread, Dead Reckoning, Ghostly Reach, *Wings*.

Torment: Armor, Aura of Entropy, Death Gaze, *Gaping Maw*.

Visage of the Spirit (Nergal)

Regular: Damage Resistance, Death Gaze, Ghostly Reach, Relentless.

Torment: Armor, Claws & Fangs, Death-Grip, Howls of the Damned.

Aura of Dread (2)

Every would be attacker must roll Willpower, if they fail they cannot attack the Slayer this turn but may perform a different action.

***Aura of Entropy (2)**

Plants wilt. People are suffused with icy chills that sap their strength. Mortals within yards equal to Torment lose 2 dice on all actions. Supernaturals only lose 1 dice for all actions.

Cloak of Shadows (2)

+3 Stealth. In dark shadows you become invisible.

Damage Resistance (2)

Ignore wound penalties. Remain active even if health boxes are filled with Bashing and/or Lethal.

Dead Reckoning (1)

Perfect sense of location/direction/distance.

Death Gaze (3)

Twice per scene. Reflexive Action. A mortal who meets the Slayer's eyes lose their next action.

Death-Grip (4)

If the Slayer dies, spend a point of Faith or a Willpower *dot*. Slayer is alive but appears dead, can't move, and cannot sense surroundings. The Slayer will rise the following dawn with 1 health point (if body was not decapitated or destroyed).

Ghostly Reach (3)

Instant Action. While in material realm only, pull objects (Size 4 or less) from Twilight into material realm, or place a Size 4 or less object into Twilight.

Howls of the Damned (1)

Eerie sounds emanate around the Slayer. 2 automatic successes on Intimidation rolls (this does not include Evocations).

Night Sight (1)

See in any darkness as if it were daylight.

***Reaper's Breath (3)**

Once a scene. Instant Action. Exhale chilling breath that brings all things, living and dead, closer to true death. Demon exhales out in a cone shaped projection with the length in yards equal to Torment +5, width is yards equal to Torment (at its farthest point). Victims caught within the breath suffer bashing damage equal to Torment (Max = 7) (No resistance).

Relentless (1)

+5 dice when resisting fatigue, illness, poison, drugs, drowning or going unconscious.

Touch of Death (3)

Once a scene. Touch attack. Lasts one scene. The target collapses and cannot move or sense anything. They show no signs of life. They feel peaceful and have little to no thought during the effect. If this is a Torment form, the experience is horrifying instead. It works differently on Demons and Supernaturals, they do not become comatose, instead they have -3 to dice rolls for the duration.

Evoking Lore

Torment Evocations: **Intentionally** performing the Torment version generates one Torment point.

Unintentionally performing the Torment version of an Evocation happens when the Demon's uninjured health boxes are less than the Demon's Torment Rank and the Demon rolls more 1's 2's and 3's than successes. There is no automatic gain of a Torment point when this happens. The Demon may spend a Faith Point to negate the unintentional version of the Evocation.

Ravaging: The Demon may add bonus dice (up to their Paragon) to any Evocation roll if they *Ravage* one or more Thralls for additional power. Each extra dice gained takes a Willpower point away from the chosen Thrall. This causes severe pain, hallucinations or waves of terror. If the Thrall loses all of their points of Willpower in this fashion, then they gain a permanent minor derangement. Any further ravaging becomes Lethal damage to the Thrall. This can take any form: burns, stigmata, ect... (At the ST's discretion, ravaging too much can cause the Thrall to produce less [or more] Faith later on.)

Fierce Non-Believers or **Groups** interfere with Evocations (*if* they are looking at the Demon). A mortal who strongly denies supernatural powers or even just a group of regular mortals (2 or more people who are not Thralls) roll Willpower before an Evocation (highest Willpower in the group is rolled) their successes subtract the Evocation's dice pool.

One Evocation can be cast per turn. The Demon may have as many Evocations active at a time equal to Paragon. Permanent, Natural or Instant durations do not count toward the limit of active Evocations. An Evocation can be ended at any time, Reflexively.

Faith Points may be spent for automatic successes on Evocations on a one-for-one basis.

Raising Lore with Experience (Cost is in new dots)
Primary Lore = x5, House/Common = x6, Other = x7.
(For a Demon to learn a Lore from another House, they must have a teacher with that Primary Lore.)

Contested Rolls: Whenever a Lore allows another to contest, and lists an attribute (e.g. Resolve) it is implied that they also get to roll Paragon (or equivalent stat like Gnosis) to resist.

Dice Pool: The Attribute and Skill used for an Evocation's dice pool is based off of the Demon's *natural* rating. Demons may **default** to use Paragon + Lore for any Evocation instead of the usual dice pool.

Clarification of Terms

Touch: When describing Evocation powers you will see "Touch." which means it can only be activated on self or a touched target. If trying to touch a target in combat you roll Dexterity + Brawl - Defense. Most of the combat powers that include "Touch" for a requirement take a Reflexive action (so you roll to touch, and if successful then roll for the Evocation in the same turn). "Touch" powers that are an Instant Actions require you to have been in contact with the target from the beginning of that turn. With powers that involve "Touch" and are Reflexive Actions, you may *not* use the power in addition to striking a target (meaning that you cannot combine it with an unarmed strike), likewise, you may *not* use the power when *being* struck.
Mortal: "Mortal" refers to a non-supernatural human. Mages, Werewolves, ect... are *not* considered "Mortal" in the Evocation's descriptions- they are supernaturals. (Although Ghouls, Thralls, ect... *do* count as "Mortals".)

Common Lore

Lore of the Fundament
Lore of Humanity

Defiler

Lore of Longing
Lore of Storms
Lore of Transfiguration

Devil

Lore of the Celestials
Lore of Flame
Lore of Radiance

Devourer

Lore of the Beast
Lore of the Flesh
Lore of the Wild

Fiend

Lore of Light
Lore of Patterns
Lore of Portals

Malefactor

Lore of the Earth
Lore of the Forge
Lore of Paths

Scourge

Lore of Awakening
Lore of the Firmament
Lore of the Winds

Slayer

Lore of Death
Lore of the Realms
Lore of the Spirit

Lore of the Fundament (Common)

Manipulate Gravity •

Touch. Decrease gravity on another being or object no bigger than a Jeep (Size 15). Target weighs half its original weight (or one third its original weight with an exceptional success). The Evoker may also affect her own gravity, but in a different way, instead of weighing less the Evoker can now leap 20 yards horizontal (or 10 vertical) for each success. Also, the damaging effects of falling will be negated for the first 40 yards, beyond that the damage is halved.

Dice: Strength + Athletics

Duration: Turns equal to Successes + Paragon

Action: Reflexive **Cost:** None

Torment: Instead, the Evoker *Increases* the gravity (weight) of a living creature or object by a factor of x2 (or x3 with exceptional success). This lasts for a number of *minutes* equal to Torment.

Manipulate Adhesion ••

Run up walls or cling to surfaces like a spider. One success is needed for vertical surfaces. Two successes are needed to cling to ceilings.

Dice: Dexterity + Athletics

Duration: 1 scene

Action: Reflexive **Cost:** None

Torment: Also, every object touched during this effect is tainted, causing them to slightly warp. This creates the smell of sulfur & radiates heat from touched objects (the warping is permanent, but the heat and smell lasts for 1 scene). The more durable the object is the less likely it is to warp by the touch.

Manipulate Acceleration •••

Each success multiplies the Demon's Speed trait by one factor (e.g. 1 success increases Speed by x2, 2 successes increases Speed by x3, ect....)

Dice: Strength + Dexterity

Duration: Turns equal to Paragon + 5

Action: Instant **Cost:** None

Torment: Also, the air around the Demon becomes blistering hot. Beings suffer 1 Bashing per turn if within range. Range equals feet in Torment.

Manipulate Inertia ••••

The velocity of one living creature or one object already in motion can be increased or decreased. Range of target that can be affected is 50 yards. Max Size of target can be equal to Paragon x 5. Successes equal the degree of the velocity being either increased or decreased:

1 or 2 successes equals x2 velocity or 1/2 velocity.

3 or 4 successes equals x3 velocity or 1/3 velocity.

5+ successes equals x4 velocity or 1/4 velocity.

This does not affect direction and does not inhibit any new force applied to the target. The velocity affected is relative to the earth. Note: this can be Evoked Reflexively as a gun is being shot, affecting all the bullets fired in a turn (normally this evocation can only affect one individual target at a time, but there are exceptions if they seem appropriate).

Dice: Dexterity + Wits

Duration: Natural

Action: Reflexive **Cost:** 1 Faith

Torment: Instead, the target's momentum remains the same but travels in the exact opposite direction.

Manipulate Cohesion •••••

Touch. The Demon can walk on water or air, or break down an object into component particles. Liquid has no penalty to harden or turn to vapor. Air has no penalty to turn solid enough to support the Demon's weight (turning water or air into a stable surface effects all water/air directly under the Demon's feet for the duration of the contact. For example they could run up "stairs" to reach the top of a building.) -2 to vaporize an object with 1 or 2 Durability. -4 to vaporize 3+ Durability objects. Each success equals a cubic yard of material vaporized. Objects return to their normal state in Paragon + 7 turns. Cannot effect animate beings or living plants.

Dice: Stamina + Science

Duration: Paragon + 7 turns

Action: Instant **Cost:** 1 Faith

Torment: Also, a random object equal to the Demon's Torment in cubic yards becomes unstable, changing states erratically for the duration.

Lore of Humanity (Common)

Translate •

The Demon can understand and speak all human languages during this Evocation (can also mimic any accent). This does not help with the reading and writing of any languages.

Dice: Presence + Expression

Duration: 1 scene

Action: Reflexive **Cost:** None

Torment: Also, the Demon hears whispers in her mind coming from mortals within yards equal to Torment. The whispers are the negative feelings (e.g fears, self-loathing, guilt, anger) the mortals possess.

Insinuate Dream ••

Touch. The Demon influences the next dream the target will experience. 1 success allows the Demon to add 1 specific event or detail to their next dream. 2 successes allow 5 additions. 3+ successes allow the Demon to completely describe what the target will dream. Demon may have them be reoccurring (for a number of nights equal to Paragon +1). The dreams are extremely vivid and cannot ever be forgotten.

Dice: Manipulation + Empathy

Duration: Natural

Action: Reflexive **Cost:** None

Torment: Also, horrific details are added to make the dream a nightmare. They always reoccur for as many nights as Torment rank. Additionally, they cannot gain Willpower points from sleeping for the duration.

Fade •••

The Demon fades from people's awareness. Eyes simply pass over the Demon. This can only be initiated when no one is currently noticing the Demon. People actively being observant get to roll to contest. Overt actions will end the Evocation.

Dice: Dexterity + Stealth Vs. Wits + Composure

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Instead, the Demon is removed from reality (body & spirit). Demon does not experience the passage of time, and will return to the same spot after as many minutes equal to their Torment.

Confess ••••

Touch. A mortal target becomes unable to tell a lie to the Demon and will answer any question with full truths. The Demon can choose whether or not the mortal will remember the conversation afterward or not (if they choose to make them forget, the mortal will only occasionally remember bits and pieces in dreams). Successes equal the number of questions that the Demon may ask before the effect ends, but it must be within 5 minutes. If a supernatural is the target the duration lasts 5 minutes and they are unable to lie for the duration but are not forced to answer questions (the duration for them forgetting is only for a number of minutes equal to Paragon).

Dice: Presence + Intimidation Vs. Resolve

Duration: Varies (maximum 5 minutes)

Action: Instant **Cost:** 1 Faith

Torment: Instead, the target is cursed for a number of days equal to Torment, every time they tell a lie they immediately take 1 Lethal damage.

Alter Memory •••••

With the power of the Demon's voice she may create, alter or remove a memory. But this power does not allow the Demon to read their minds. -2 dice to implant a completely false memory. Simple changes require 1 success, moderate changes require 2, complex ones require 3. The period of time for their memory being changed is permanent, except the target rolls one die once a week for the next seven weeks, if they roll a 10 they realize that something isn't right and can tell what was altered, however, if they roll a 1 they no longer get to make any further rolls. Range is Paragon x 5 yards.

Dice: Manipulation + Subterfuge Vs. Resolve

Duration: Permanent

Action: Reflexive **Cost:** 1 Faith

Torment: Also, the target suffers nightmares relating to the memory alteration lasting a number of nights equal to Demon's Torment rank. Upon awaking each day they lose a Willpower point. If they run out of Willpower this way they gain a minor derangement.

Lore of Longing (Defiler)

Read Emotion •

Bring a target's hidden emotions to the surface (range is 5 yards). This is revealed in subtle body language. The target is unaware of this. The Defiler also gains bonus dice against the target equal to successes for contested social rolls for the duration. Each target can only be affected once a day.

Dice: Wits + Empathy

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Also, the target feels slightly drained and hollow. They also lose a Willpower point if the Defiler's Torment is higher than their Willpower.

Emotional Response ••

Touch. Inspire a chosen emotion within a target. The intensity of the emotion is equal to successes, 1 success is a noticeable shift in mood, 2 requires the target to roll Willpower to resist giving in to the emotion, and 3+ successes makes it impossible for them to not react to the emotion. Each target can only be affected by this Evocation once per scene.

Dice: Manipulation + Empathy vs. Composure

Duration: 1 scene

Action: Reflexive **Cost:** None

Torment: Instead, the target loses the ability to feel a specific (or random, if unintended) positive emotion, and they cannot feel the emotion again for a number of days equal to the Defiler's Torment.

Sensory Addiction •••

Touch. The Defiler may enhance the perceptions and pleasures of another. Successes give equal bonuses to Perception rolls and physical pleasure is amplified by factors (e.g. x2, x3). Supernaturals may resist with a contested Willpower roll. After the effects wear off the target rolls Willpower. If they fail then they are penalized by 2 dice (lasts 1 scene), also they become addicted to the feeling and seek to enact it again if possible. (This functions like "Blood Addiction" in Vampire: The Requiem pg. 158) Each scene the subject is around the Defiler, they will try to convince or force the Defiler to reenact the Evocation (force is

an unlikely strategy, most likely they will beg and offer to do almost anything to get their fix).

A successful Willpower roll will allow them to resist the urge to beg or coerce the Defiler for as many hours equal to their Resolve. Every time they fail they have a cumulative -1 (max -5) to resist. Every year that passes, or each exceptional success they roll to resist, decreases addiction by 1 until it's gone.

Dice: Presence + Expression

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Instead, inflict searing agony. The Defiler's successes subtract from their Perception dice pools. Half of the Demon's successes (round down) act as dice penalties to all of the targets rolls for the scene. This does not have the addicting effect.

Obsession ••••

Heighten an interest or desire to an all-consuming obsession. The Defiler most know of the desire they wish to heighten in the target. Range is yards equal to Paragon. The target knows no peace unless they are making progress toward their obsession.

Dice: Manipulation + Persuasion Vs. Willpower

Duration: Days equal to Paragon, or until completed (Against supernaturals the duration is for a number of hours instead of a number of days.)

Action: Instant **Cost:** 1 Faith

Torment: Also, the obsession is exaggerated to psychotic levels. They literally feel physical pain if they are not completing the obsession.

Inspire •••••

Each success adds +2 to Intelligence, +2 Wits and +2 Expression to a mortal. After, they must succeed with a Willpower roll or lose 1 Willpower *dot*.

Dice: Presence + Expression

Duration: Days equal to Paragon

Action: Instant **Cost:** 1 Faith

Torment: Also, mortal goes over the edge from genius to madness. Instead of possibly losing a Willpower dot, after the powers effect the target must roll Willpower and achieve a number of successes equal to the Defiler's Torment, if they fail they gain a permanent major derangement.

Lore of Storms (Defiler)

Summon Water •

Select desired effect. Successes needed for: fog = 1, sudden shower = 2, torrent of rain = 3, flood = 4. Only the flood effect needs a large source of water within 100 yards (e.g. a river or lake), and causes that source of water to surge forth at the rate of (approximately) 3 feet high, 30 feet wide and traveling at a speed of 10mph. The range of the fog and rain is a radius of half a mile, and the flood is not limited by a range, just duration.

Dice: Resolve + Survival

Duration: Paragon x 5 turns (Afterward, the fog dissipates, the rain stops, and the flooding recedes.)

Action: Instant (but takes effect at the beginning of the next turn, which is when the duration begins).

Cost: None

Torment: Also, the water is slimy and foul, spreading disease. Torment gauges the virulence of diseases.

Water Form ••

The Demon transforms into water or mist (along with clothing and personal items that fit in the clothing). Immune to damage (except magical attacks, intense heat and intense cold). Can only be done once per scene (can be undone Reflexively).

Dice: Stamina + Survival (or Medicine)

Duration: Successes + Paragon multiplied by 10 turns

Action: Instant (Reflexive with 1 Faith point)

Cost: None

Torment: Also, the water they become is polluted and burns others like acid, exposure equals 1 Lethal.

Winter's Touch •••

Touch. The Demon spreads a half an inch layer of ice across a surface. Ice spreads out from the point of contact over a surface equal to successes x Paragon in square feet. Creatures suffer a Bashing damage for every 1/3 of their body covered in ice (e.g. if 2/3's of their body is covered, they suffer 2 Bashing damage. Adult humans have approximately 15 to 20 square feet of surface area). Each success on a (Reflexive) Strength + Stamina roll of the a victim will break ice off of 1/3 of their body. Performing this again on the same target in the same scene imposes

a cumulative -1 dice penalty. Successive uses can be used thicken the ice layer by a half an inch each time or to extend out the surface area covered by ice.

Dice: Strength + Resolve

Duration: Runs its natural course (eventually melts)

Action: Reflexive

Cost: None

Torment: Also, the ice becomes exceptionally cold and would cause Lethal damage instead of Bashing.

Command the Storm ••••

Conjure a storm out of thin air or banish a hurricane with the wave of a hand (e.g. creating a rainstorm in the middle of the Arizona desert would impose a -2 dice penalty [other penalties or bonuses determined by the ST] while being near the ocean would not).

Successes determine what intensity the Demon can banish or create using the following scale:

1 = rain, 2 = thunderstorm/snow, 3 = tropical storm or blizzard, 4+ for tornado or hurricane.

Dice: Strength + Science

Duration: 3 hours

Action: Instant. 7 turns to manifest. **Cost:** 1 Faith

Torment: Also, destructive additions, even when trying to banish weather (e.g. hail, intense humidity).

Invoke the Storm •••••

Must be outside. Local area manifests storm qualities in a space the size to a city block. Wind, rain, snow, hail and lightning can be directed at targets. Dice pool after Evocation is Paragon + Successes. Number of targets is equal to Paragon.

Exceed target(s) Stamina to knock them down with wind or blind them for two turns (with rain or snow).

Hail does bashing per success (dice pool reduced by cover/armor). Lightning takes 7 turns to recharge

and only hits one target. Lightning will automatically hit a visible target and deal 10 Bashing damage minus target's successes from a Stamina + Paragon roll.

Each effect takes its own Instant Action to perform.

Dice: Resolve + Survival (or Science) Vs. Stamina + Paragon

Duration: 1 Scene

Action: 2 turns to Evoke. **Cost:** 1 Faith

Torment: Also, each turn a random target is hit with an aspect of the storm (except lightning) at strength equal to Torment.

Lore of Transfiguration (Defiler)

Mimic •

The Defiler can assume the exact physical mannerisms, voice and speech patterns of any subject she has previously touched. Successes contest against individuals that know the subject to convince them of the mimicry.

Dice: Manipulation + Expression Vs. Wits + Composure

Duration: 1 Scene.

Action: Reflexive **Cost:** None

Torment: Instead, the voice of another (someone the Defiler has previously touched) is imposed on a target within 50 yards, their voice is changed for a number of minutes equal to Torment.

Alter Appearance ••

Touch. The Defiler alters cosmetic features of herself or a mortal. These include: skin color, hair color and length, scars, tattoos or eye color. Each success changes one of these five features.

Dice: Presence + Subterfuge Vs. Stamina

Duration: 1 Scene. Self: Permanent with a Faith point. Mortal: Permanent if the Defiler knows their real name and spends a Faith point.

Action: Instant **Cost:** None

Torment: Also, the feature(s) being altered have a strikingly disturbing quality to them as well.

Alter Shape •••

Touch. Demon alters self or another's height, weight, appearance of skin's age, voice, facial or skeletal structure (must remain within the human form). Change one feature per success. Cannot increase or decrease the Size trait (in regards to height and weight) by more than one point. Targets may contest. With 5 or more successes the Demon can grant the Merit "Striking Looks" (First Rank).

Dice: Presence + Subterfuge Vs. Stamina.

Duration: 1 Scene. Self: Permanent with a Faith point. Mortal: Permanent if the Defiler knows their true name and spends a Faith point.

Action: Instant **Cost:** None

Torment: Also, the target is also made hideous, like that of the Nosferatu in "Vampire: The Requiem". This usually imposes at least a -2 dice penalty to most social interactions.

Doppelganger ••••

The Defiler can alter her own shape and appearance (with the flexibility of increasing or decreasing Size by one point) instantly to any subject she has touched before. In fact, for the duration of this Evocation the Defiler can change her appearance once per turn as a Reflexive Action to appear as a different subject (note that physical mannerisms and speech patterns do not also change unless "Mimic" is Evoked for each form, although the voice does change to the new form). While this change is physical (not an illusion) the Defiler's attributes do not change, only her shape, voice and appearance.

Dice: Manipulation + Expression

Duration: 1 Scene

Action: Reflexive **Cost:** 1 Faith

Torment: Also, each form the Defiler takes has their features distorted (e.g. mouth is too big, eyes are bloodshot, appearance of skin looks diseased.)

Change the Body •••••

Touch. The Defiler gains mastery of form to the extent that Physical Attributes can now be altered of herself or a mortal target. Each success raises or lowers a Physical Attribute by one point. These alterations may be divided among the attributes however the Defiler desires.

Dice: Presence + Expression Vs. Willpower

Duration: 1 Scene.

Action: Instant **Cost:** 1 Faith

Torment: Also, the target is also made hideous, like that of the Nosferatu in "Vampire: The Requiem". This usually imposes at least a -2 dice penalty to most social interactions.

Lore of the Celestials (Devil)

Lamp of Faith •

The Devil causes mortal's and Demon's Faith to flare like a beacon in the Devil's sight. The Devil detects a mortal's Faith rank, and detects Demon's current Faith points. This power also allows the Devil to see mortals and Demons through walls (only if a Demon has more than 5 Faith points). 1 success needed for pitch black, 2 for seeing through a low density obstruction, 3 for a dense one, 4+ for seeing through any number of obstructions within range. Range is equal to 10 yards x Paragon. Living supernaturals look no different than mortals do, but undead supernaturals show a noticeable void of Faith.

Dice: Wits + Composure

Duration: 1 Scene

Action: Instant **Cost:** None

Torment: Instead, the Devil cannot see people through walls and cannot see people's Faith Rank, but the Devil does see their Torment or Morality score (or other equivalent) and also what kind of mental derangements they have (if any).

Send Vision ••

One or more beings (equal to Paragon) within line of sight (this does not work through cameras, ect...) can be sent visions of any sort (including audio, smell, taste and even weak tactile sensations).

Successes equal the amount of information sent (approximately one sentence of description per success). The time to receive and comprehend the vision is condensed into the blink of an eye.

Subsequent uses of this Evocation in a scene (at the same target) cumulate -1 to the dice pool with each attempt. If these visions are antagonistic, subtract the Devil's dice pool by the target's Resolve.

Dice: Manipulation + Expression

Duration: Instant

Action: Instant **Cost:** None

Torment: Also, vicious Demons cause 1 Bashing damage (total) with their wrathful visions, resulting in headaches or nosebleeds. And with 3+ successes the target receives a minor derangement for a week.

Celestial Senses •••

The Devil is able to sense any and all supernatural powers being used within range (range is Paragon x 20 yards). Any supernatural power that requires a roll to activate (or even just *usually* requires a roll) is subject to being sensed, no matter what type of supernatural creature (or magical item) creates it. The Devil immediately knows what the power is, what it will do and the exact location it is originating from. (Successes contest against obscuring powers.)

Dice: Wits + Occult

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Instead, the Devil causes all mortals within yards equal to Torment to be able to see the darker demonic visages of Demons, Vampires, Werewolves, ect... Seeing their hidden forms but in their worst possible incarnation. (This effect lasts for one day.)

The Fire of Heaven ••••

Range is in yards equal to Paragon. A non-flammable blast of pure white fire erupts from within the target. Successes equal Lethal damage. Targets do not get their defense, cover or armor modifier.

Dice: Presence + Occult (minus their Paragon)

Duration: Instant

Action: Instant **Cost:** 1 Faith

Torment: Also, the damage becomes Aggravate and the fire spreads and burns like regular fire.

Hand of Faith •••••

Successes can be used to negate, on a one-for-one basis, the successes of another supernatural power being used within a range of Paragon x 20 yards (as long as the Devil is aware of the power).

Additionally, after a power is weakened or negated, the supernatural may not attempt that power again for a number of turns equal to the Devil's Paragon. Optionally, if equal or more successes are scored, the Devil may choose not to negate the power but to redirect it (if a different target is viable).

Dice: Presence + Occult

Duration: Instant

Action: Reflexive **Cost:** 1 Faith

Torment: Instead, successes achieved for this Evocation are added to the other power being used.

Lore of Flame (Devil)

Fuel •

Fuel or diminish existing fires. Range is 2 yards times by Paragon. Increase (or decrease) a fire's volume by one cubic foot per success or by one cubic yard per success if the fire is already bigger than a bonfire.

Dice: Presence + Intimidation

Duration: Natural

Action: Instant **Cost:** None

Torment: Instead, the Devil increases the intensity of the fire only (but cannot decrease intensity).

Successes increase lethality on a one for one basis.

Ignite ••

Ignite flammable object. Devil must get enough successes to equal the Durability of the object.

Range is 2 yards times by Paragon. Fire starts at one cu. foot of volume. Does not work directly on flesh or the clothing being worn by a sentient being (but could be used to ignite the chair they are sitting on).

Dice: Presence + Intimidation

Duration: Natural

Action: Instant **Cost:** None

Torment: Instead, there is too much hatred to use precision. All flammable objects within radius of the target (plus the target), in feet outward from the target equal to Torment ignite if successes equal or exceed their Durability.

Command the Flame •••

Existing fire can be made to crawl or leap around unnaturally. Range is Paragon x 10 yards. Volume of fire affected is cubic yards equal to Paragon. Fire moves as desired, but it will extinguish at the end of the second turn of it being unattached from a fuel source. Each success leaps the fire one yard.

Dice: Manipulation + Intimidation

Duration: Natural

Action: Instant **Cost:** None

Torment: Also, the fire becomes exceptionally hard to fully extinguish. Twice as much suppressants must be used to suppress the fire.

Holocaust ••••

Touch. Burn another's Faith (or Willpower).

Successes translate to Aggravated damage (and loss of equal amount of their Faith points if the target is a Demon or loss of Willpower points if they are not).

Maximum damage equals Paragon. Damage is not limited by target's amount of Faith/Willpower.

This fire does not spread.

Dice: Presence + Occult

Duration: Natural

Action: Reflexive **Cost:** 1 Faith

Torment: Also, +1 automatic success, and it is not no longer limited by the Devil's Paragon. Any successes beyond the Devil's Paragon level results in Aggravated damage to the Devil as well.

Ride the Flames •••••

Become Fire. The Devil's starting volume is Paragon + 7 cubic feet. Devil's intensity is 2 and can be increased on a one for one basis with Faith points.

Willpower pool is used for all actions. The Devil can travel through cracks. The Devil is immune to water and other suppressants, because the fire is fueled by Faith. The living fire does not spread, only leaving objects (and people) burnt and charred (damage per turn equals intensity). To maintain this power the Devil must be next to an adequate supply of flammable material, if not then 1 cubic foot of volume is lost a turn. When the Devil goes down to 1 cubic foot of volume the Devil reverts back to normal.

Dice: Stamina + Occult

Duration: 1 Scene (or less)

Action: Instant **Cost:** 1 Faith

Torment: Instead, an incomplete transformation.

The Devil becomes a fiery skeletal figure, with bones blackened and wreathed in flame. All damage received in this form is reduced by half, rounded down. The Devil still acts as she would in her normal form, but the flame around her does 1 Aggravated damage a turn to anything it contacts. If the Devil does not consume flammable material once per turn she takes one Bashing damage instead of losing volume (this damage is not reduced).

Lore of Radiance (Devil)

Voice of Heaven •

This Evocation can only be done once per scene. The Devil's voice brings pause to all within earshot, briefly calming even the most frenzied minds to listen to the Devil's next words. If the Devil makes any command to end aggression (and remains non-aggressive herself) then for all those who scored less successes in the contested roll will obey for 1 scene.

Dice: Presence + Intimidation Vs. Resolve

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Instead, the Devil utters a furious stream of foul hatred charged with power. It is still a contested roll, but if the Devil's extra successes exceed the target(s) Composure, then those individuals become violent and will attack any source of frustration (which could be the Devil). Supernaturals may be sent into a *frenzy* from this effect. Other Demon's affected by this will also gain a Torment point.

Exalt ••

The Devil's commanding voice instills hope and strength to a single target. Successes achieved act as bonus dice for all their rolls of any one type of action, for the duration, that the Devil chooses (chosen at time of Evocation). (e.g. running a race, fighting a specific individual, performing a song.)

Dice: Manipulation + Expression

Duration: 1 day

Action: Instant **Cost:** None

Torment: Instead, the mortal loses dice equal to successes. The Devil decides which type of action.

Aura of Legend •••

This affects a number of mortals equal to Paragon within 20 yards. The Devil's voice renews atavistic bonds of fealty to the Elohim. If successes exceed a mortal's Resolve then they defend the Elohim, and follow most orders as if they were soldiers and the Elohim was their commander (but they cannot be forced to kill anyone). A mortal may only be target of this power once per scene.

Dice: Presence + Expression

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Instead, mortals gain a glimpse of the Devil's demonic nature and consider the Devil a personification of pure evil. All who do not have a Willpower greater than the Devil's Torment will flee or become paralyzed with terror, while those with greater Willpower will regard the Devil as an enemy.

Pillar of Faith ••••

A number of mortals equal to Paragon within 20 yards, and whom the Devil deems as an ally, gain +1 dice to all their actions. If any of the mortals know the Devil's Celestial Name they gain +3 dice instead. And if they know the Devil's True Name, they instead gain +5 dice for all their actions.

Dice: Presence + Expression

Duration: Minutes equal to Successes

Action: Instant **Cost:** 1 Faith

Torment: Instead, mortals receive a negative dice modifier equal to the Devil's Torment (max of -5) but only if the Devil knows *their* real names.

Revelation •••••

The Devil reveals the mortal's true nature to themselves; stripping away all their self-deception. The mortal will answer any and all questions with the fullest truth. After the scene they roll a number of dice equal to their Morality -2, if they get a success they get +1 Willpower dot, +1 Morality rank and +1 Faith rank, on a failure they lose 1 Willpower dot instead. This Power can only be done on each Mortal once in their lives.

Dice: Presence + Intimidation Vs. Willpower

Duration: Permanent

Action: Instant to Evoke. Several minutes to play out and to question them. **Cost:** 1 Faith

Torment: Instead, the Devil reveals only their sins and no virtues. Mortal rolls Morality -4, if they succeed they gain +2 Morality and +1 Faith Rank. On a failed roll they lose 1 Morality Rank and 2 Willpower dots.

Lore of the Beast (Devourer)

Summon Animals •

Summon animals of a specified type to come to the Devourer. These animals instinctively regard the Devourer as a safe creature (that they do not want to eat). Range is Paragon x 200 yards. Successes equal how many animals come (if there are that many within the area). If a swarm type (e.g. hornets) is chosen, successes equal swarm size in cubic yards.

Dice: Presence + Animal Ken

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Instead, all carnivorous animals arrive (despite intended animal type) and they come with murderous frenzy. They roll Willpower, if they fail they attack the nearest target (possibly the Demon).

Command Animals ••

Command a number of animals equal to successes. Range is equal to Paragon x 5 yard. The animals gain one point of Intelligence and the commands can be given to them telepathically.

Dice: Strength + Animal Ken

Duration: 1 day

Action: Instant **Cost:** None

Torment: Instead, only carnivorous animals can be affected, the Devourer's Torment inspires in them a murderous cunning and strength. Their aggression increases and they gain +2 Intelligence instead, and they gain +2 to their dice pools when attacking.

Possess Animals •••

Complete conscious control of one or more animals within a range Paragon x 5 yards. Successes equal the number of animals. The Devourer senses what the possessed animals sense. If controlling more than one animal the Devourer goes into a comatose state. If only controlling one animal, the Devourer's dice pools are halved during this Evocation (rounded down). Range of control after connection is established is miles equal to the Devourer's Paragon.

Dice: Intelligence + Animal Ken

Duration: 1 Scene

Action: Instant **Cost:** None

Torment: Instead, the Devourer may only possess carnivores. +2 to all the animals dice pools while controlled. Animals are left with a bloodlust for hours equal to Torment after they regain control.

Animal Form ••••

The Devourer may take the form of any animal whose blood or flesh the Devourer has at one time tasted. Conservation of mass does not apply. Physical attributes, senses and health boxes change to that of the animal.

Dice: Stamina + Animal Ken

Duration: 1 scene

Action: Instant **Cost:** 1 Faith

Torment: Also, claws or bite attacks do Aggravated damage. Roll Willpower + Paragon - Torment every 5 turns or the Devourer loses herself to the animal's feral nature (ST gains control for power's duration).

Create Chimera •••••

Touch. Enhance or mutate any animal. Successes add or subtract features or can be used to increase attributes or size on a one-for-one basis. For example, changing a rabbit into a winged tiger that can fly would require 10 successes. (Changing the size from 1 to 6 [5 successes needed], granting wings and an internal anatomy that makes flight a possibility [2 success needed] and giving it a strength of 4 so that it has the power to be able to fly [3 more successes]). This power can be Evoked as an extended action. Must have willing or restrained (or unconscious) animal for the extended roll. Most mutations strain the animal's psyche, animal rolls Willpower or becomes deranged (severity varies).

Dice: Strength + Animal Ken

Duration: Days equal to Paragon, or permanent with the expenditure of a Willpower point.

Action: Instant **Cost:** 1 Faith

Torment: Also, infused with pain and madness. They do not get a roll to resist becoming deranged.

Lore of the Flesh (Devourer)

Body Control •

Choose the intended effect before rolling.

This Evocation can only affect the Devourer.

Purge Poisons: This includes alcohol, medication, hemlock, ect... Only one success is needed, but the potency/quantity of the chemical can levy penalties up to a maximum of -3 dice for the Evocation roll.

Breath: Each success effectively increases Stamina by 1, but only for the ability of holding one's breath.

Heart Rate: 1 success needed to slow heart rate, it becomes so slow as to fool an examiner that they are dead. Or heart rate can be sped up providing +2 Speed for each success (and with 3 or more successes the Devourer also gains +1 Strength). Speeding heart causes any Lethal damage suffered to increase by +1.

Metabolism: Two successes are needed for this effect, if achieved, then for the Evocation's duration, natural healing times are halved (rounded up).

Dice: Stamina + Athletics

Duration: Purging Poisons: Permanent.

Breath & Heart Rate: 1 scene. Metabolism: 1 day.

Action: Instant **Cost:** None

Torment: Also, the Devourer gains +3 Initiative but loses 1 Intelligence dot. And this Evocation cannot be cancelled Reflexively, Torment effect only ends when the Devourer eats as many pounds of food equal to their Torment.

Manipulate Nerves ••

Touch. Sharpen or dull the reflexes and senses of the Devourer or another. The target receives either +2 or -2 to both their Defense trait and Perception rolls. If the Devourer is attempting to lower reflexes and senses of another, then the Evocation is contested.

Dice: Dexterity + Medicine Vs. Stamina

Duration: 1 scene (or 1 day with 1 Faith point)

Action: Instant **Cost:** None

Torment: Also, for the next week the target suffers a number of hallucinations equal to Torment.

Manipulate Flesh •••

Touch. Enhance Physical Attributes on a one-for-one basis of self or another (or degrade them by an

equal amount). No single attribute may be raised (or lowered) more than two points. Adjustments may be split between attributes however desired.

Dice: Strength + Medicine

Duration: 1 scene (or 1 day with 1 Faith point)

Action: Instant **Cost:** None

Torment: Also, Attributes may be raised above 2 but the total number of adjustments do 1 point of Bashing damage for each one in excess of target's Stamina. This cannot be healed for the duration of this power.

Restore Flesh ••••

Touch. Each success can heal all Bashing or two Lethal. 2 Successes can be used to heal one Aggravated damage. Limbs and organs can be restored, and all illnesses (not derangements) eliminated (ST decides successes needed for those).

Dice: Intelligence + Medicine

Duration: Instant

Action: Instant **Cost:** 1 Faith

Torment: Also, tainted by hatred and pain, the target rolls Willpower if they succeed they suffer a minor derangement that lasts for 1 scene, if they fail then it's permanent. If Torment rank is higher than target's Willpower the derangement is major.

Shape Flesh •••••

Touch. Mortals or Devourer can become perfected or monstrous creatures straight out of legend. The Devourer determines the form and capabilities and the ST assigns the number of successes needed. (e.g. A human increased to a height of 7 feet and given a grotesquely big mouth with sharp teeth like that of a shark would be 2 successes for the height change and 3 more for the shark mouth.) This can be an extended roll (must have willing or restrained targets for the extended roll).

Dice: Strength + Medicine Vs. Willpower

Duration: Days equal to Paragon. Against mortals it can be made permanent with a Willpower point.

Action: Instant **Cost:** 1 Faith

Torment: Also, target gains a minor derangement. (If Torment is higher than Willpower, it is major.)

Lore of the Wild (Devourer)

Wilderness Sense •

The Devourer learns the general layout of the landscape (e.g. hills, caves, rivers) and what animals live there. Devourer also learns the approximate direction of the creature the local fauna consider the greatest threat (not the Devourer). -2 dice for Urban settings. Range is a radius of miles equal to Paragon.

Dice: Wits + Survival

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Also, animals react with above average aggression to human trespassers for the duration. (This does not mean they automatically attack.)

Quicken Growth ••

Plants grow with sudden speed. (e.g. This power would cause trees to shoot skyward, vines to swell, briars to envelop their surroundings, and roots to create fissures in concrete.) Number of plants affected equals Paragon. Each success increases the plant's size by one cubic yard, and the way the plant grows is chosen by the Devourer. Each plant can only be affected once per scene.

Dice: Stamina + Survival

Duration: 1 scene (then growth withers back to normal within a few minutes.)

Action: Instant, but 3 turns to grow **Cost:** None

Torment: Also, poisonous thorns make the area of growth dangerous to traverse. Every 2 points of Torment causes the thorns to inflict 1 Bashing (unless a successful Stamina roll is made) each time a living being is pricked by thorns (avoiding thorns is a Dexterity + Survival roll, [with possible modifiers]).

Possess Plant •••

Devourers can make plants extensions of their will. Number of plants equal successes. Range is equal 10 yards x Paragon. These plants gain the supernatural ability to move like a living animal. They must stay rooted, however. Rose bushes can lacerate victims, ivy can entangle enemies, and trees can wreak havoc upon an area. Their Strength is approximately

equal to the Demon's Willpower with appropriate bonuses or penalties depending on size of the plant.

Dice: Strength + Survival

Duration: 1 Scene

Action: Instant **Cost:** None

Torment: Also, after the Evocation, the plant(s) quickly rots and ferments into a toxic chemical.

Create Flora ••••

The Devourer brings plant life to an area. This Evocation causes the spontaneous creation of any type of plant (or variety of plants) the Devourer has previously touched. This affects a radius of Paragon + Successes x 10 yards. Growth is accelerated, small quick growing Flora spring up in seven seconds, while larger shrubs and small trees will be mature within seven minutes. Most trees and slower growing plants will reach maturity within seven hours.

Dice: Presence + Survival

Duration: Natural

Action: Instant **Cost:** 1 Faith

Torment: Instead, this power strips life from an area. Plants wither and die within seconds. This affects a radius of Torment + Successes x 10 yards surrounding the Devourer. It remains a blighted area until the soil is reinvigorated naturally over time.

Mutate Plant •••••

Create new specialized breeds. Successes equal new features and size. For example changing a potted plant to grow above a doorway and have a trigger to snap down with barbs when the door is opened, and exudes a poison from its barbs that could render most mortals unconscious would require 6 successes (1 for the barbs, 2 for the movement and the trigger to strike, 3 for the poison). This can be Evoked as an Extended action.

Dice: Intelligence + Survival

Duration: Days equal to Paragon. Or permanent with the expenditure of a Willpower point.

Action: Instant **Cost:** 1 Faith

Torment: Also, harmful features grow on their own over time at a rate of 1 every other day (maximum amount of additional features equal Torment).

Lore of Light (Fiend)

Light •

The Fiend fills an area (25 yard radius) with pale silvery light, akin to moonlight. The illumination is strong enough to negate any penalties to vision. This evocation may also be used to create intense bursts of light (that emanates from the Fiend) to stun enemies. (This burst can be directed to avoid allies.) Victims contest, if they fail they are blinded for 1 turn. The Fiend gains a cumulative -2 dice to attempt this again on the same target(s) in the same scene.

Dice: Wits + Science Vs. Wits + Stamina

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Instead, inky darkness that no light can penetrate (same radius), but does not affect Fiend.

Bend Light ••

The Fiend can bend light around herself to distort the appearance of the Fiend's location granting +1 Defense for each dot in Lore of Light. Bend Light can also be used to see around one corner (but those around the corner cannot see the Fiend in return.)

Dice: Wits + Science

Duration: 1 scene

Action: Reflexive **Cost:** None

Torment: Instead, light begins to collide with the air molecules to either speed them up or slow them down. The ambient heat of an area of 30 cubic yards will either raise or lower by 5°F times Torment.

Eerie Sight •••

This power effects what a single target sees. Range to initially affect the target is equal to Paragon x 5 yards (afterwards distance does not matter). No others around the target see anything different, only the target's vision is altered. What the target sees is completely up to the Fiend. It can be a detail added (or omitted) to what is otherwise accurate vision, or everything they see could be false. At the time of the Evocation the Fiend describes what the target will see and where or how they will see it (e.g. a

particular door just looks like a flat part of the wall, a weeping ghostly image always appears over their shoulder when they look in a mirror, every time the target touches a gun everything turns a hue of red.) These can be animated illusions, but cannot adapt themselves beyond the description. If the target starts interacting with the false images in ways that reveal its falseness (i.e. going through a door that isn't there would disrupt its logic, but a ghostly apparition above their shoulder cannot be revealed as false, ect...) then the Evocation starts to break down. The falsified imagery unravels at the end of a number of turns equal to the number of successes.

Dice: Intelligence + Expression Vs. Wits + Composure

Duration: (If it does not unravel) Days equal to Paragon vs. a Mortal, or 1 scene vs. a Supernatural.

Action: 3 turns **Cost:** None

Torment: Also, the Evocation infuses the target with madness. Target suffers a minor derangement for a number of weeks equal to Torment.

Illusion ••••

The Fiend describes imagery that anyone within a specific area will begin to see (e.g. Those within this area will see goblins) This illusion cannot unravel. Area is equal to successes + Paragon x10 cubic yards.

Dice: Intelligence + Expression

Duration: 1 hour per point of Paragon

Action: Instant **Cost:** 1 Faith

Torment: Also, illusion manifests disturbing qualities. Witnesses roll Willpower, on failure they acquire a minor derangement for days equal to Torment.

Coherent Light •••••

Range is in yards equal to Paragon x 10. A beam of condensed white light erupts from the Fiend's hands or eyes and strikes a target. Successes equal Lethal damage. Targets do not get their Defense, nor cover nor armor modify (unless completely covered).

Dice: Intelligence + Science

Duration: Instant

Action: Instant **Cost:** 1 Faith

Torment: Instead, the damage becomes aggravated.

Lore of Patterns (Fiend)

Sense Configuration •

Fiend senses the local convergence of consequential forces. Specify the type of event to detect (e.g. car accident, Joshua returns). Sense the event a number of days ahead (if it will happen) equal to Paragon.

Success: 1 = Learn the general location of the event.
2 = Also generally when. 3 = Grants the specifics of when & where. The range at which the event can be detected is 100 yards per Paragon. The event is only the most likely fate before the Fiend's intrusion.

Each type of event can only be sensed once per day.

Dice: Wits + Investigation

Duration: Instant

Action: Instant **Cost:** None

Torment: Instead, only sense violent events, but receive a mental, blurry image of those involved.

Trace Pattern ••

At the location of the event, the Fiend analyzes a previous event that the Fiend knows about and that has happened within the past hour. Learn the various factors that caused it to occur. Successes: 1 = The immediate circumstances that caused the event.
2 = Revealing a few minutes before the event,
3 = Up to 15 minutes back to give a broader view of how it happened. Knowledge is gained instantly.

Dice: Intelligence + Investigation

Duration: Instant

Action: Instant **Cost:** None

Torment: Instead, see a violent event up to 3 hours.

Foresee •••

Fiend is taken out of the initiative order, the Fiend may place themselves back into it whenever they want, even after actions are declared (interrupting the action, but it has to be before dice are rolled). This ability to choose when to act functions each turn.

Dice: Wits + Dexterity

Duration: 1 scene

Action: Reflexive **Cost:** None

Torment: Also, the Fiend gets +2 dice on attacks but cannot wait to hear the declaration of an action.

Casual Intuition ••••

Pick a person or creature within sight (not through a camera or picture) and learn one important event that'll happen to the target. Paragon equals how many days into the future. The event learned is the event most significant to the target within that period of time. Can only be cast on the same target once per day. Information is only the most likely fate before the Fiend's intrusion. Events are described to the Fiend from the eyes and ears of the target, each success also grants fifteen seconds prior to when the event happens (e.g. 2 successes, "you look into your Thrall's future, and see them 30 seconds before crossing the street, they had just said goodbye to a woman named Laura and came out of a bookstore. They hear a loud horn before getting hit by a bus.")

Dice: Intelligence + Investigation

Duration: Instant

Action: Instant **Cost:** 1 Faith

Torment: Instead, the Fiend can only learn of events of misfortune but also hears the target's thoughts.

Twist Time •••••

The Fiend doubles her own Speed trait, gains +2 Defense, +3 Initiative, and gains an additional action that takes place at the very end of the turn, and +1 Strength when striking something (applying the same amount of force but in a shorter period of time results in greater impact, hence the +1 Strength). One other target in line of sight may also be either sped up with the same benefits, or slowed down (slowing makes them receive: -3 initiative, -2 to their dice pool for physical actions, -2 Defense, and their Speed is halved, rounded down).

Only supernaturals get a roll to contest.

Dice: Intelligence + Wits Vs. Resolve

Duration: Turns equal to successes

Action: Instant **Cost:** 1 Faith

Torment: Also, slowed targets roll Wits, if they fail they lose their first turn. Targets that were sped up roll Stamina, if they fail they instantly age 1 year (excluding the Fiend).

Lore of Portals (Fiend)

Open/Close Portals •

Touch. Doors & windows can be made to lock or unlock with a touch. (Even if electronically sealed.) Complexity determines the number of successes needed (e.g. basic lock = 1. bank vault = 5).

Dice: Manipulation + Larceny

Duration: Instant

Action: Instant **Cost:** None

Torment: Instead, portals are broken open, or forced shut. Torment and extra successes equal the relative strength of how badly they are broken or jammed.

Create Ward ••

Seal off portals in a room sized structure or smaller that the Fiend is in (the doors/windows shut). Even open archways create a thin layer of fog to cover it that feels solid. Nothing but air can enter the area no matter the brute strength (but exiting is still an option, and doors and windows are only locked from outsiders trying to get in). *Lore of Portals, Paths, Realms* or Teleporting magic may contest for entry.

Dice: Resolve + Occult Vs. Lore + Paragon

Duration: Lasts for a number of minutes equal to Paragon multiplied by successes. Or it lasts a whole hour at the expenditure of a Faith point.

Action: Instant **Cost:** None

Torment: Instead, this works the opposite. It functions the same, but instead, nothing can get *out*.

Portal •••

Fiend uses an existing manmade structural portal (door/window) to transport herself to a loosely similar type of portal at another location. Fiend may only teleport to a place she has been before.

Familiarity determines the successes needed.

Familiar = 1. Acquainted = 2. Visited once = 3.

Distance is equal to Paragon x 100 miles.

Dice: Intelligence + Composure

Duration: Instant

Action: Instant **Cost:** None

Torment: Instead, within range, the Fiend teleports to a random and unfamiliar portal of a similar type.

Merged Locations ••••

This functions the same as *Portal* but now others may pass through as well (and the Action is quicker).

Dice: Intelligence + Composure

Duration: Successes + 3 turns

Action: Reflexive **Cost:** 1 Faith

Torment: Instead, all who use this portal are transported to a random & unfamiliar portal. (Not necessarily to the same one as each other.)

Doorway Into Darkness •••••

Touch a portal. Create a doorway into an empty place similar to (and close to) The Pitt. This evocation requires a portal (door/window/arch) to form the threshold between realms. This place has a floor (it is translucent and impenetrable but feels like smooth hollow stone) and nothing else. It is utterly black except that occupants can still see themselves and others as if lit with ambient light that has no source. Being near The Pitt, howling winds rip away the essence of living beings. Mortals take a bashing damage each minute they are there, (this damage never kills them) but when they run out of health they don't go unconscious or take lethal damage they instead simply suffer and gain a major derangement each day, maximum equals 3 (each derangement takes a month to disappear, if they escape). Mortals can *never* die in this place, even from hunger, disease or being eviscerated. If injured, their bodies slowly heal back to normal. One exception is that they will instantly die after 7 years. Demon's gain a Torment point for every uninterrupted hour spent in this realm.

Dice: Intelligence + Occult

Duration: Portal is open for turns equal to successes.

Action: Instant **Cost:** 1 Faith

Torment: Also, the howling winds pass into the Mortal realm. Mortal's within range of the doorway (yards equal to Fiend's Torment) suffer a bashing damage each minute. Demons are immune. Mortals also roll Willpower or flee the area and only remember the event in their nightmares.

Lore of the Earth (Malefactor)

Earth Meld •

If the Malefactor has soil or rock beneath them, then the Malefactor may metaphorically fuse with and draw strength from the earth. Throughout the duration, the Malefactor has a Speed rating of 1, but every instance of damage the Malefactor suffers (even Aggravated) is reduced by 1 point.

Dice: Stamina + Athletics

Duration: As long as the Malefactor wishes

Action: Instant/Reflexive with a Faith point

Cost: None

Torment: Instead, the Demon may sink into the soil and move beneath the earth in any direction they wish. Successes equal Speed of travel in yards. Each turn the Demon rolls Torment, failure causes a return to the surface. (Devourer does not suffocate.)

Roil the Earth ••

Select a specific kind of object (e.g. gold, corpses), the earth churns and forces the object to rise from the earth (nothing Size 8 or greater). Range is yards equal to successes + Paragon. This can also be used to shift the earth underneath a target and knock them down if successes exceed their Dexterity.

Dice: Strength + Survival

Duration: Instant

Action: Instant **Cost:** None

Torment: Instead, a vortex that pulls objects into the earth. To avoid this, victims can roll Dexterity + Athletics (it uses up their action or they get -3 dice for the attempt if they have already used their action this turn). Victims are buried a number of feet equal to successes rolled + Torment minus Victim's successes. Every minute the victim can roll Strength + Stamina to dig out (each success equals 1 foot).

Mold Earth •••

Earth, stone and concrete are at the Malefactor's control. The earth takes on the shape desired (e.g. A wall of stone could leap from the ground to shelter the Malefactor, a building's wall could melt away

like wax, or a boulder could be made into a throne). Range is equal to Paragon in yards. Successes equal cubic yards affected. Every 2 successes can cause 1 Bashing if used to strike an opponent, but dice pool is penalized by opponent's defense.

Dice: Dexterity + Crafts (minus target's defense)

Duration: Permanent

Action: Instant **Cost:** None

Torment: Also, skin contact does 1 Lethal. Further damage is taken once every 5 minutes.

Earth Storm ••••

Earth, stone and concrete tear free and whirl around the Malefactor. Successes +2 becomes the number of shards that whirl around the Malefactor, they provide +1 Defense for each shard. The Malefactor may also use up a shard to hurl at a target. Roll Dexterity + Athletics + Paragon - target's Defense. Successes equal Bashing damage. Additionally, because of wind and stinging dirt, those within yards equal to Paragon suffer -1 dice to physical actions.

Dice: Strength + Survival

Duration: 1 scene

Action: Instant **Cost:** 1 Faith

Torment: Instead, a vicious sandstorm forms around the Demon. No Defense bonus, no throwing shards. 1 Lethal damage a turn to everything within range, Radius is equal to Torment + successes in yards.

Earthquake •••••

Successes are allocated between intensity and area affected (intensity starts at 2 before even raising it). Per turn, intensity equals damage to buildings, and dice penalties to people. Most buildings have -2 Durability against this type of damage. Area is determined by allocated successes: 1 = one yard, 2 = ten yards, 3 = 100 yards, 4 = half mile, 5 = one mile. Take that distance and multiply it by Paragon.

Dice: Strength + Survival

Duration: 1 turn per each intensity point.

Action: 2 turns **Cost:** 1 Faith

Torment: Also, toxic ash reeking of brimstone arises from the cracks in the earth. Torment equals toxicity.

Lore of the Forge (Malefactor)

Enhance Object •

One success grants the Malefactor an innate understanding of how an object is used. Also, an object can receive a *non-combat* equipment modifier bonus equal to successes with a maximum of +3. Successes can also be spent on repairing damage to the item, up to a maximum of 5 points.

Dice: Wits + Crafts

Duration: 1 scene. Modifier Permanent with 1 Faith (repairing damage is Permanent without Faith.)

Action: Instant **Cost:** None

Torment: Also, the item is cursed. Rolling more 1's, 2's or 3's than successes results in a dramatic failure when using the object.

Activate Object ••

Range is 2 yards x Paragon. The Malefactor can cause a mechanical object to operate by force of will. Hinges move, levers operate, buttons can be pressed, but hammers don't pick themselves up and start hitting things. Successes needed varies (e.g. door opening would be 1, making a gun come out of safety, chamber a round and fire would take 3 [but that gun could not be pointed in a new direction])

Dice: Intelligence + Crafts

Action: Instant **Cost:** None

Torment: Also, object takes 2 structural damage after activation.

Shape Object •••

Touch. Shape matter by force of will (e.g. window into a glass crown, a steel tail pipe into a razor edged sword). Successes depend on complexity. Hammer = 1, Sword = 3, Clock = 5. With the right materials and knowledge, engines or computers can be made as extended actions.

Dice: Dexterity + Crafts

Duration: Permanent

Action: Instant or extended **Cost:** None

Torment: Also, rolling more 1's, 2's or 3's than successes results in a dramatic failure when using the object.

Enchant Object ••••

Invest an object with the power to perform a specific Evocation or a made up power. The ST determines the Lore (and the level) required. The Malefactor may also meet the requirements of Lore by having a Demon that knows the necessary Lore invest half (rounded down) of the Faith points required. (e.g. 1 success and 1 Faith point could create a knife that never loses its edge [no additional Lore required], 5 successes and 3 Faith points could create a key that opens any normal lock [Lore of Portals 1 required], 10 successes and 5 Faith points could create a mirror that reflects the individual's darkest secret, ["Lore of Radiance 5" or "Lore of Humanity 4" or "Lore of Longing 1" could all serve as the necessary Lore]). Users roll Willpower to activate item (or they may need to spend a Willpower point to activate item).

Dice: Dexterity + Crafts

Duration: Permanent

Action: Instant or Extended **Cost:** Variable

Torment: Also, rolling more 1's, 2's or 3's than successes results in a dramatic failure when using the object.

Imbue Object •••••

An object made of natural materials and shaped by the Malefactor can, over time, trap souls. Any non-Demon and non-undead who has the item for a period of time begins to obsess about it, the more they give into the obsession the sooner it attempts to trap their soul. The item can trap multiple souls. For every soul trapped it gains a +1 equipment modifier (to a max of +5). ST decides when the item attempts to trap the soul (they roll the victims Willpower in secret to see if they resist). "**Soul Loss**" is described in **Mage (pg. 276)**. Breaking the object near the victim restores the soul to the body (other souls released not near their bodies simply pass on.)

Dice: Resolve + Crafts

Duration: Permanent, until broken

Action: Instant **Cost:** 1 Faith

Torment: Also, the soulless are filled with Torment, making them become serial killers instead of listless.

Lore of Paths (Malefactor)

Find Path •

The Malefactor determines if any path exists between herself and her destination. If so, a faint silver-blue line appears to the Malefactor and anyone she touches, also any Demon that gets more successes on a Supernatural Awareness roll than the Evocation's successes. Criteria can be set if such a path is available (e.g. an unobserved path through a field, a safe path through a burning building).

Successes determine the possible criteria & distance, the distance approximates 100 yards per success.

The Malefactor can set a keyword that anyone who speaks it will also be able to see the silver-blue line.

Dice: Wits + Survival

Duration: 1 scene (Permanent with 1 Faith)

Action: Instant **Cost:** None

Torment: Also, as the Demon moves along the path circumstances hamper anyone following.

Conceal Path ••

Conceal a pathway with folds in dimensions, making it appear there is no way through, such as hiding a doorway or even hiding the exit out of an alleyway.

It is only concealed, it does not block the path.

Successes + Paragon are the number of successes an opponent needs to see through the illusion.

Dice: Wits + Subterfuge Vs. Wits + Composure

Duration: Days equal to Paragon

Action: Instant **Cost:** None

Torment: Instead, Paths are not concealed but hazardous. Torment equals Bashing damage.

Successes are the difficulty for others to avoid harm.

Lay Path •••

The Malefactor does not need to look for a path, they make one even of supernatural quality. (e.g. cave system under a lake that didn't exist before [and disappears after traveling through], or a secret passage way through a university where you pass through closets that have no real openings in them a minute later). These are complex paths through

folded dimensions in space. Successes are needed for the distance of the Path and each criteria (e.g. being unobserved, coming out at a specific point). This does not work to gain entry into *any* place, there will be rare exceptions (e.g. Bank vault, grand buildings of extraordinary design where folds cannot be made, but these are very rare).

Distance can be 100 yards per success.

Dice: Intelligence + Crafts

Duration: Special (Path must be continually traversed once Evoked and it disappears in the wake of the Malefactor 30 seconds after her passage.)

Action: Instant **Cost:** None

Torment: Also, any (except the Malefactor) using the path must roll Wits + Survival - Torment, if they fail they exit the path at a random interval.

Close Path ••••

Number of pathways affected equals Paragon.

Altering dimensional properties, pathways are blocked off unless contested by Willpower (e.g. the alleyway now has *no* way out, though it can forcefully be broken through still.) The Demon may create a keyword that opens the pathway.

Dice: Wits + Subterfuge Vs. Willpower

Duration: Days equal to Paragon

Action: Instant **Cost:** 1 Faith

Torment: Also, the blocked off pathway is maddening to look upon. Victims roll Willpower, on failure they try to flee if they cannot they lose a Willpower point.

Warp Path •••••

Successes equal the changes and complexity of the changes. A path can be made shorter, longer, lead to a different destination or loop back on itself without end. It can only connect to areas that fall within the radius. Radius extends out 100 yards x Paragon.

Dice: Intelligence + Crafts

Duration: Days equal to Paragon (an extra Faith point spent makes the duration 1 year instead)

Action: Instant **Cost:** 1 Faith/2 Faith

Torment: Also, others on the path roll Willpower or gain a permanent minor derangement.

Lore of Awakening (Scourge)

Find the Faithful •

Know the *direction* of an individual if the Scourge has touched the target before. Detect the target up to a number of miles away equal to Scourge's Paragon + successes. To find supernaturals, the Scourge must still have touched the supernatural before but must also know their true name.

Dice: Wits + Investigation Vs. Resolve

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Also, the target gets a sense of paranoia, and their fear grows as the Scourge gets closer.

Cleanse ••

Touch. Cleanse any poisons, infections or illnesses (derangements can only be cured for one week). It leaves the body in an emerging black viscous fluid. Successes needed depends on severity of illness or poison. Either this power works or it doesn't at all. Cleanse can only be attempted on a subject's specific ailment, or instance of poison, once.

Dice: Stamina + Medicine

Duration: Permanent (1 week for derangements)

Action: Instant **Cost:** None

Torment: Instead, victim is not cleansed but loses 1 Stamina at the end of each day for as many days as successes (max equals Torment). If they drop to zero Stamina they go into a coma. After the effect ends they wake up and regain 1 Stamina a day.

Heal •••

Touch. Each success can be used to heal all Bashing or a single Lethal. Expenditure of a point of Faith allows the Scourge to heal Aggravated as easily as she heals Lethal with this Evocation.

Dice: Stamina + Medicine

Action: Instant **Cost:** None

Duration: Permanent (Torment version of the Evocation effect lasts for one week and then the sickness disappears for all individuals afflicted.)

Torment: Instead, the Scourge spreads sickness and corruption. Successes equal Bashing damage, target takes that much damage each day for as many days as the Scourge's Torment. This Bashing does not heal normally until the sickness has ended, but medical aid can mitigate the effects. Spending a point of Faith makes this sickness extremely contagious by skin to skin contact.

Animate ••••

Touch. Non-living objects (size 5 or smaller) receive the breath of God and gain a form of rudimentary life. Successes + Paragon equal the dice pool that all the objects will use. They are not self-aware but extensions of the Scourge's will. Throughout the duration the Scourge can touch and animate objects, but may not animate more than the Scourge's Paragon at any given time. (e.g. Chairs can run, statues attack, ropes entwine)

Dice: Dexterity + Crafts

Duration: 1 scene

Action: Instant **Cost:** 1 Faith

Torment: Also, objects infused with Torment do not move except to lash out at a nearby creature. They are not under the Scourge's control. Dice pools based off of Torment Rank.

Restore Life •••••

Touch. Restore life into a dead body. The soul normally leaves a body one minute after death and cannot usually be recovered after that. But without a soul, ghost or a spirit near to possess the body, it acts as a healthy looking zombie under the Scourge's control. Bodies longer than a week dead cannot be restored. (If it becomes a "healthy zombie", the attributes are the same as in life.)

Dice: Stamina + Medicine

Duration: 1 Day/Permanent with +1 Faith

Action: Instant **Cost:** 1 Faith/2 Faith

Torment: Also, the Scourge deforms the body in a way that can never be undone.

Lore of the Firmament (Scourge)

Remote Viewing •

The Scourge may look through the eyes of one of her Thralls, and may influence the thoughts of her Thrall. Implanting suggestions into their mind. Contested roll to see if the suggestion takes hold. ST decides modifiers depending on how conflicting the suggestion is to the Thrall's own personality.

Dice: Manipulation + Empathy Vs. Willpower

Duration: 1 Scene

Action: Instant **Cost:** None

Torment: Also, +3 Perception. Blood vessels burst in the Thrall's eyes. After the Scourge withdraws, the Thrall rolls Stamina, if they fail they go blind for a number of hours equal to Torment.

Scry ••

The Scourge can view someone from afar if they have a personal item of the subject. Dice penalties may apply if the item is not deeply personal (up to a -5 dice penalty). 1 Success shows subject only, 2 successes shows surroundings, 3 successes adds audio. Supernaturals can sense that "something" is watching them with a successful Wits + Occult roll. Knowing a target's true name grants 3 automatic successes for mortals or +3 dice Vs. supernaturals.

Dice: Wits + Empathy Vs. Resolve

Duration: Turns equal to Paragon x 3

Action: Instant **Cost:** None

Torment: Also, the subject receives a headache, also feelings of mounting paranoia and aggression. They roll Willpower, if they fail they receive a Bashing and react with heightened aggression for the duration.

Mouth of the Damned •••

Fully control a Thrall. The Scourge's voice and mannerisms take over. Scourge goes into a trance while the Thrall is controlled. Each success gives the ability to substitute one of the Thrall's attributes for one of the Scourge's. It's optional if the Scourge allows the Thrall to remember the event.

(Scourge cannot use Forms and Lore through a Thrall unless they have been gifted with *Touch from Afar*.)

Dice: Manipulation + Expression Vs. Resolve

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Also, the Thrall's conscious while being controlled is nestled in one of the Scourge's memories of The Pitt. An abyss of hatred and fear. The Thrall rolls Willpower afterward, if they fail they gain a minor derangement for a week.

Touch from Afar ••••

Touch. The Scourge may invest her Thrall with one or more of her Apocalyptic Forms, and/or the abilities to perform one (or more) of her Lore (except not a Lore that requires the expenditure of a Faith point). When granting the use of a Lore, the mortal acts as if they have the Scourge's Paragon, as well as the Scourge's Torment, and follows the same rules to see if an unintentional Torment effect takes place. (Mortals cannot intentionally cause a Torment effect). Granting a Torment Apocalyptic Form does not give the Scourge a Torment point. The downside to this is that only one version of an Apocalyptic Form may be active at any one time between the Thrall and the Demon. The maximum number of all active Lore is still limited by the Scourge's Paragon, but the Scourge can revoke any of the Lore cast by her Thralls at any time.

Dice: Manipulation + Expression

Duration: Permanent, until revoked by the Scourge

Action: Instant **Cost:** 1 Faith

Torment: They gain signs of biblical stigmata at each dawn.

Possession •••••

The Scourge may fully possess and switch bodies with any of her Thrall. This power has no limit to its range. The Thrall's mind and soul is transferred to the previous body.

Dice: Presence + Resolve Vs. Willpower

Duration: Permanent

Action: 5 turns **Cost:** 1 Faith

Torment: Also, the Thrall gains a major derangement.

Lore of the Winds (Scourge)

Fingers of Air •

The air becomes an extension of the Scourge's will. Successes + Paragon become the dice pool to use to manipulate objects. The level of fine motor control is equivalent to human hands (e.g. you could not pick a lock with the air, but you could type out a message). The strength of these manipulations is equivalent to an adult with 1 Strength (2, with exceptional success). Range is 2 yards times by Paragon. It is an Instant action for each use during the duration.

Dice: Dexterity + Stealth

Duration: 1 Scene

Action: Instant **Cost:** None

Torment: Also, the smell of brimstone that arises.

Fist of Air ••

Each success does one Bashing damage. Target does not get their defense but they do get armor & cover. Range is equal to Paragon x 3 yards.

Dice: Strength + Athletics

Action: Instant **Cost:** None

Torment: Instead, the hate intensifies the high pressure of air to cause Lethal damage.

Summon Wind •••

A powerful wind arises to oppress all within range. Range is a 50 yard radius. Successes equal the Strength of the wind. This wind effects all except the Scourge. Those affected must make a Strength + Dexterity roll each turn (as a Reflexive action) and meet or exceed the wind's Strength if they wish to stand upright, either way, all within range suffer a dice penalty for all physical actions and Perception rolls equal to the wind's Strength. The Strength of the wind is halved (round down) indoors.

Dice: Strength + Stamina

Duration: 3 turns multiplied by Paragon

Action: Instant **Cost:** None

Torment: Also, the wind has the stink of death and decay. All others roll Stamina, failure means they lose a turn. This only happens once in a scene.

Wall of Air ••••

The Scourge condenses the air into a solid barrier 4 feet thick. The air visibly distorts like wavy glass. The Wall of Air is Paragon x 10 square feet in size. It can be in any horizontal or vertical shape the Scourge wishes (but the third dimension of depth is always 4 feet). It must be made within line of sight, in yards equal to Paragon x10 from the Scourge. A speeding vehicle or a fired bullet are the only things likely to get through, though only a high powered gun (like a sniper rifle) would have a *chance* of hitting the intended target on the opposite side. (A *Feat of Strength* of 10 is needed to pass, even if crawling.)

Dice: Strength + Survival

Duration: 1 Scene

Action: Instant **Cost:** 1 Faith

Torment: Also, faces appear within the violently swirling wall of air, and the wind sounds of damned souls. A composure roll is made for any mortal witnessing it, if they fail they are gripped with fear.

Cyclone •••••

The Scourge stirs up a raging whirlwind in the time of a heartbeat. This must be evoked outdoors. It is a tornado with a diameter of 7 feet at the base and 70 at the top that does not connect to any clouds. It can be directed if the Scourge maintains complete concentration (does not get defense). If she loses focus the Cyclone moves randomly but control can be regained with a successful Willpower roll. Successes x Paragon equals the Strength of the Cyclone, and anything it touches is pulled and thrown equal to the *Feat of Strength* chart (WoD, pg. 47) After 7 turns the Strength of the Cyclone weakens by 1 Strength each turn until it dissipates.

Dice: Strength + Stamina

Duration: Variable

Action: Instant **Cost:** 1 Faith

Torment: Also, the Cyclone hungers for and steals the air from living creature's lungs. Any (except Scourge) within the Cyclone or within 10 yards of it take a bashing damage a turn.

Lore of Death (Slayer)

Read Fate •

Look into the eyes of a dead body and see the manner in which it died. 1 Success grants a snapshot the moment it died, 2 goes back 30 seconds, 3 goes back 2 minutes (2 minutes is the maximum). The information is learned instantly.

Dice: Intelligence + Investigation

Action: Instant **Cost:** None

Torment: Also, after the Slayer achieves the information, the Torment robs the identity from the body, its eyes decay away, along with finger prints, tattoos/skin marks, dental configuration and even its DNA and face melds into something generic. Only the approximate age, race and gender remain.

Decay ••

Touch. **Animate Target:** 1 Lethal per success.

Non-Animate Target: Material objects break down into dust. Successes are allocated between volume and decomposition rate. 1 cubic foot per success allocated to area. The decomposition rates are: 1 turn/1 minute/1 hour/1 day. Materials with a Durability of 1 will decay in one turn, materials with a Durability of 2 will decay in one minute, 3 Durability decays in one hour and 4 or more Durability decays in one day. But every point allocated to decomposition rate will make it decay one degree faster (e.g. a hammer with Durability 3 will decay in one hour, but if a success is allocated to decomposition rate, it will decay in 1 minute, if two successes are allocated then it will decay in 1 turn).

Dice: Resolve + Intimidation

Duration: Permanent

Action: Reflexive **Cost:** None

Torment: Also, *All* non-living (and non-undead) material with 3 Durability or less, and that is within range, is affected. Range is equal to Torment in feet.

Vision of Mortality •••

The Slayer fills her foe's mind with visions of death (with the Slayer envisioned as their murderer).

The visions are so powerful and vivid they almost take on a tactile sensation. Range is equal to Paragon x2 in yards. Number of targets equals Paragon. Opponents contest, if they fail the target(s) flee from the Slayer. If they succeed the power can't be used on them again for the rest of the scene.

Dice: Presence + Intimidation Vs. Willpower

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Instead, affects *all* others within range.

Extinguish Life ••••

Touch. The Slayer's touch means death. If used on a supernatural then successes equal Aggravated damage minus opponent's successes of rolled Paragon (or equivalent). Minimum of 1 damage. If this power is used on a Mortal, they die instantly (no resistance).

Dice: Stamina + Intimidation Vs. Paragon

Action: Reflexive **Cost:** 1 Faith

Torment: Also, this Evocation affects a randomly selected additional target within yards equal to Torment.

Unlife •••••

Raise one or more dead bodies as a zombie under the Slayer's control. Number of zombies equal Paragon. Physical Attributes start at 2, successes can be used to raise them (e.g. 1 success can be used to raise the Strength of all the zombies by 1). Zombies can be told to do simple actions. If a Zombie ever takes one point of Aggravated damage by fire, or one point of Aggravated damage to the head, they die instantly. Every number of days that pass that is equal to the zombies Stamina causes them to take 1 Lethal damage from irreversible rot. The zombies are commanded verbally, but have limited Intelligence and memory so the tasks must be simple. (Other zombie rules may apply at ST discretion.)

Dice: Stamina + Medicine

Duration: Until the zombies rot away

Action: Instant **Cost:** 1 Faith

Torment: Also, without focus, the zombies will randomly attack nearby living creatures.

Lore of the Realms (Slayer)

Test the Barrier •

See, hear, speak and physically interact with ghosts and objects in Twilight. Also, the Slayer has intimate knowledge of the workings in that realm. With scrutiny, the Slayer can check for signs of current or upcoming violence by examining an area (it is only the most likely future before the Slayer's intrusion). More successes give more descriptive portents. (e.g. 1 success may make it appear that the foundation of a home is cracking, representing something bad is going to happen to a member of that family. Another success might show the cracks have razor blades sticking out of them, representing murder or suicide. Portents are symbolic.

Dice: Wits + Investigation

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Also, the portents manifest in the mortal realm for all to see. Portents disappear at next dawn.

Haunting ••

Gauntlet strength determines the successes needed (e.g. graveyard = 1, mall = 5). The air in the mortal realm grows cold. Ghosts and spirits are drawn to the area and each receives three points of essence from the closeness of the living realm. For the duration, ghosts actively haunt the area, and are compelled to affect the living realm (usually in disturbing ways). The Slayer may also use this closeness to physically step into (or out of) Twilight with a successful Willpower roll (this takes 5 actions).

Dice: Dexterity + Occult

Duration: 1 day per Paragon

Action: 1 minute to Evoke **Cost:** None

Torment: Also, Ghosts gain +2 dice for duration.

Ghost Travel •••

Physically cross into or out of Twilight. The Slayer may also "fly" while in the Twilight realm with this Evocation active. The "flying" aspect does not require wings and is at a speed of 1/12 mile a turn (100 mph). Flying does not work in combat, as the

magical principle of this type of flight is related to travel. But the Slayer has great maneuverability for navigating tight spaces while in flight.

Dice: Dexterity + Occult

Duration: 1 scene (duration relates to how long the Slayer may fly while in twilight)

Action: Instant **Cost:** None

Torment: Instead, speed is 300 mph, and causes a storm to rise in Twilight in the Demon's wake, injuring ghosts.

Stand Between the Barrier ••••

Type of area (Gauntlet strength) determines successes needed. Phase between the material world and Twilight with ease. The Slayer appears as a translucent version of herself when viewed from the un-phased realm, making it easier to blend in or hide in the un-phased realm (2 automatic successes to stealth). The Slayer is not solid in the un-phased realm, and so is immune to physical damage. At will the Slayer may see and speak into both realms, or only in one. Switching realms is a reflexive action, but the Slayer cannot switch again until two turns from the switch.

Dice: Dexterity + Occult

Duration: 1 scene

Action: Instant (to Evoke) **Cost:** 1 Faith

Torment: Instead, the Demon may switch realms as a reflexive action now once each turn, but suffers a bashing damage each switch.

Pierce the Barrier •••••

A doorway between realms appears in the air for any to use. Gauntlet strength determines successes needed. The Twilight realm does 1 bashing per hour to any non-Slayers (cannot heal Bashing while in Twilight). Ghosts can use this gateway to manifest in the mundane world without the use of a Numina.

Dice: Intelligence + Occult

Duration: 1 scene

Action: Reflexive **Cost:** 1 Faith

Torment: Also, those nearby are pulled into Twilight. To contest, victims roll Strength + Athletics. Range is equal to yards in Torment.

Lore of the Spirit (Slayer)

Interact with the Dead •

See, hear, speak and physically interact with ghosts and objects in Twilight. Also, successes are contested against each ghost encountered during the duration of this Evocation to compel them to answer a number of questions equal to Paragon.

Dice: Presence + Intimidation Vs. Resistance

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Also, after, the nearest ghost becomes hostile toward the living for days equal to Torment.

Compel the Dead ••

Force all or specific ghosts to come. Range is a radius of 30 yards x Paragon. Only a powerful ghost may try to contest with Resistance. Instead this power can grant 1 essence and heal 1 corpus with each success on a one for one basis, but can only affect a single ghost once in each period between dusk to dusk.

Dice: Manipulation + Intimidation

Duration: 1 scene (Essence & Corpus is permanent)

Action: Instant **Cost:** None

Torment: Also, afterward, the ghost(s) becomes hostile toward the living for days equal to Torment.

Command the Dead •••

Command a ghost to do anything within its power. The ghost receives a +2 to all dice pools for the duration, but this power can only affect each ghost once in each period between dusk to dusk.

Dice: Presence + Intimidation Vs. Resistance

Duration: 1 scene

Action: Instant **Cost:** None

Torment: Also, afterward, the ghost(s) becomes hostile toward the living for days equal to Torment.

Anchors of the Soul ••••

After a mortal dies, either anchor their soul to a physical object, or create a ghost from the mortal's death (both cannot be done with the same mortal). Souls and ghosts are two different things. Ghosts are spiritual echoes with remnants of the mortal's

personality lingering on. The soul is the true essence of a mortal. The Slayer only has 7 minutes after a mortal's death to perform this Evocation. If the soul is anchored to an object, the soul has no ephemeral body to interact in Twilight. Binding a soul to an object that has no relevance to their lives requires +2 successes, same goes for creating a ghost (and all ghosts must have at least one anchor). Range is yards equal to Paragon (must be near the body and the anchor). Objects with a soul trapped within are fused with a duality that gives them an extra effect in reality. The object now has a +3 modifier. Only one soul per object can be anchored. This power can also be used to destroy a ghost's anchor.

Dice: Manipulation + Intimidation

Duration: Permanent (except the soul gets to make a chance roll at the end of each month of being trapped to break free and pass on, a dramatic failure makes them unable to make any further rolls.)

Action: Instant **Cost:** 1 Faith

Torment: Also, souls are maddened in the suffocating darkness and their anguish bleeds into the physical realm (ST discretion).

Restore the Dead •••••

Anchor a mortal soul to a soulless body (a soulless living body is a possibility, if it is a *dead* body, it restores it to life and full health but only if it died within the past 24 hours; otherwise the body will irrevocably rot away like it was a corpse, despite there being a soul within). The Slayer must touch the body and the soul's vessel. The memories of the mortal soul are intact, but their can also be lingering bits and pieces of memory from the body. Ghosts are usually only echoes of a soul (not a true soul itself) but they can be put into a body as well (with side effects that the ST decides).

Dice: Intelligence + Empathy

Duration: Permanent

Action: Instant **Cost:** 1 Faith

Torment: Also, the target is twisted by hate and pain. Mortals gain the Vice Wrath. They must spend a point of Willpower to *avoid* giving into the vice when an opportunity presents itself.

EARTHBOUND

These Earthbound represent a relatively minor Earthbound who has had a year or two to begin re-establishing themselves. (This is only a guideline.)

Name: Celestial Name as well as a Demonic Title.

Concept: Each Earthbound is a unique monster. (e.g. What sort of cult did it cultivate? What appearance does it have when it manifests?)

House (loosely relevant): Earthbound are based off of their original House only partially, time and power has made them a House and law unto themselves.

Reliquary (New Character Feature)

These are the items the Earthbound spirits are housed in, each Reliquary has its own advantages.

Designed: Durability is equal to their Willpower, 5 Structure, 1 Faith per week can be spent to repair one damage, it costs two Faith per turn to Manifest.

Improvised: Durability is equal to their Resolve, 5 Structure, 1 Faith per month can be spent to repair one damage, it costs one Faith per turn to Manifest.

Location (Rare): Whole area must be destroyed (e.g. explosives, massive damage), they can spend 1 Faith per week to repair one damage, it costs one Faith per turn to Manifest (limited to within its location), when Manifesting they gain an additional +2 Size, Locations cannot be relocated like other Reliquary.

Paragon: (Begins at 5) **Torment: (Is always 10)**

Attributes & Skills: Type of Reliquary determines the number of Attributes & Skills the Earthbound has.

Attributes (Designed/Location): 7/6/5

Attributes (Improvised): 6/5/4

Skills (Designed/Location): 13/9/6

Skills (Improvised): 12/8/5

(New Skills Available for Earthbound)

Torture (Mental): Earthbound tortures (or directs its followers to torture) a helpless victim to reveal their secrets, the Earthbound rolls Intelligence + Torture as an Extended and Contested Action Vs. victim's Willpower, and at the end of each hour the victim takes 1 Lethal damage. If the Earthbound achieves more successes than the target's total Willpower, then the victim does not hold back any secrets.

Manifestation (Physical): Earthbound rolls Stamina + Manifestation at the end their time limit of Possessing a Thrall to gain more time (detail pg. 50).

Indoctrination (Social): If the Earthbound can isolate a subject from outside influences for a day, then at the end of each day the Earthbound rolls as an Extended Action Manipulation + Indoctrination, if the Earthbound achieves more successes than subject's total Willpower, the subject's belief system is altered in any way desired. If the subject cannot be isolated from outside influences, then the same roll is made at the end of every 24 hours total worth of interaction, but the subject gets to also roll Willpower to contest the Earthbound's rolls. (A max total of rolls against any one subject is 5.)

Merits (15 dots worth of the following Merits only)

Codex: The first time an Earthbound meets a Demon, the Earthbound rolls Intelligence + Codex (max 10 dice), with 2 successes they know their Celestial Name, with 4 success they know their True Name.

Cult: Followers perform their Ritual of Worship with a frequency related to dots in this merit: (•) once a month. (••) twice a month. (•••) once a week. (••••) twice a week. (•••••) once a day.

Hoard: The Earthbound can store a greater quantity of Faith points than normal. Additional capacity is equal to this merit x10 Faith points.

Influence: This functions like the regular social merit "Status", but does not represent the Earthbound having Status themselves, instead it represents controlling individuals who have that level of Status.

Mastery: The Earthbound gains bonus dice to use for all of their Evocation rolls equal to this merit x2.

Resources: Same merit that is in the WoD book.

Thralls: The Earthbound starts with a number of Thralls equal to this merit.

Worship: When the Earthbound's followers perform the Ritual of Worship the Earthbound gains a number of Faith points equal to this merit x2.

Lore (15 points to distribute)

The Earthbound have access to all Lore, but Lore from Houses not their own cost 2 points each. Rules for Lore are the same for Earthbound, except they can only perform the Torment version of Evocations.

Urges (New Character Feature)

Each of the three Urges begin with one dot, and 3 additional dots are distributed between them. When possessing a mortal or Manifesting, the Earthbound temporarily gains bonuses to Attributes equal to the Urge (i.e. Urge of Flesh 4 would give +4 dots to Physical Attributes distributed as desired). Unsurprisingly, the greater the Urge, the more they try to indulge it. (Indulging Urges is the only way to regain Willpower, the ST decides when the Earthbound has significantly indulged an Urge and gains 1 Willpower point back.)

The Urge of Thought raises Mental Attributes. (Thought is the desire to appreciate beauty or horror, to vivisect a human to study their anatomy, to learn secret sins of mortals, ect...)

The Urge of Flesh raises Physical Attributes. (Flesh is the desire to run, eat, inflict pain, taste blood, smell their victims fear, ect...)

The Urge of Emotions raises Social Attributes. (Emotion is the desire to manipulate people's passions, to crush hope, to break hearts, ect...)

Grotesqueries (New Character Feature)

All Earthbound have the "Unspeakably Hideous" Grotesquery. Earthbound must also select 8 other Grotesqueries, which do not offer any mechanical gameplay benefit, even if it seems like they would.

Unspeakably Hideous: The Earthbound is a being of incomprehensible and shocking ugliness. Those mortals not panicked by its appearance will still be disgusted and sickened by its appearance.

Abhorrent Sounds: The Earthbound is constantly accompanied by bizarre and unpleasant sounds (e.g. gurgling, popping, strange moans, eerie howls).

Bulging Muscles: Huge slabs of muscle, knotted with tumors and obvious veins, swell from the Earthbound's limbs.

Decaying: The Earthbound's body is rotting and decaying. Maggots crawl through its putrefying flesh, and its bones are visible as its body rots.

Deformed Limbs: The Earthbound's limbs still work, but they are deformed and out of proportion with its body, covered in lumps of gristle and tumors.

Extra Face: The Earthbound has a second face (or even multiple faces) growing from its torso or limbs. This face is blind and cannot speak coherently.

Eyes: The character's eyes are huge, hideous things; or its body is covered with blind, unblinking eyes.

Glow: The Earthbound's entire body continually glows with a soft but unpleasant light or possibly crackles with sparks of poisonous raw Faith.

Misshapen Head: The character's head is completely non-human (e.g. resembling an insect's head).

Mouths: The Earthbound has multiple mouths around its head, neck or body, or perhaps on the palms of its hands. These mouths cannot bite.

No Head: The character has no head. It can still see, whether or not it has visible eyes. Horns, mouths and other facial features lie on the Earthbound's chest or torso.

No Arms or Legs: The Earthbound has either no arms or legs but can still move and strike as normal perhaps with serpentine limbs or other appendages.

Pustules: Large tumors and oozing sores cover the Earthbound's body, constantly weeping with pus.

Rearranged Body Parts: Body parts are not where they should be (hideous, impossible anatomy).

Skin: The character's skin is unusual — mottled, scaled, hirsute, stone-like, constantly bleeding or possibly nonexistent.

Slime: The Earthbound's body is covered in an unpleasant, sticky slime or mucus.

Stench: The character gives off an offensive and horrendous smell (e.g. reminiscent of rotting meat, raw sewage, ammonia, burning oil).

Unstable: The Earthbound's body constantly pulses, shudders and changes shape, its torso and limbs swelling and stretching unpredictably.

Vestigial Limbs: The character possesses a set of non-functioning limbs. These might include a pair of small secondary arms, useless and deformed wings or a clump of tentacles around its mouth.

Innate Powers & Mechanics

Earthbound have the same innate abilities as Fallen do, but with these additions:

Immunity to Mind Control

Earthbound are fully immune to mind control (supernaturally induced emotions and coercion are also considered "mind control").

Bodiless Immortality

Earthbound do not need to sleep or receive any kind of sustenance (they don't lose Faith points over time, same as Fallen). Also, the Earthbound can sense the vicinity around its Reliquary as if it were standing next to it. While smoke and other obstructions will still impede its senses, darkness does not.

Possession

Instant Action: The Earthbound possesses a Thrall that is currently touching its Reliquary, temporarily sending its spirit into the body of the Thrall. This allows the Earthbound to exist in the Thrall's body, to manifest its Apocalyptic Forms, cast Evocations, heal the Thrall's body using Faith, ect..., and if the Thrall is destroyed the Earthbound's spirit returns to its Reliquary unharmed. The Earthbound uses the Thrall's Attributes (which are then enhanced by the Earthbound's Urges), but not the Thrall's Skills. The Earthbound can only possess a Thrall for a limited amount of time before the Thrall's body is destroyed by the Earthbound's demonic spirit. The Thrall lasts 48 hours, minus one hour for every Faith point that's spent during Possession, at the end of the time limit the Earthbound may roll Stamina + Manifestation (the skill) and survive for a number of hours more equal to these successes (at the end of the new time limit, the Earthbound does *not* get to make another roll). Even if the Earthbound retracts its spirit from the Thrall early (done Reflexively) the Thrall will still be destroyed at the end of the time limit.

Experience Costs (Same as for a Fallen except...)

Earthbound do not need a teacher to learn Lore of another's House. Urges are raised at the same rate as Attributes. Earthbound with Designed or Location Reliquary require 5 extra points to raise any Skill.

Manifesting

Instant Action: The Earthbound appears next to their Reliquary in all their demonic glory. The range they can travel away from their Reliquary is 20 yards (*Location* Reliquary don't get this extra 20). They spend the required Faith at the end of every turn to maintain their Form (Reliquary determines cost). If a Manifested Earthbound is destroyed, then its tie to its Reliquary is severed and becomes vulnerable for 2 turns to being consumed before it plummets to hell.

Enslavement (Enslaving Fallen)

Earthbound can enact an Enslaving Ritual on Fallen whom they know their True Name. The Fallen must be within 10 yards of the Earthbound's Reliquary, and 10 followers must chant and perform the ritual for as many hours equal to the Fallen's Paragon. After, both the Earthbound and the Fallen roll Willpower. If the Earthbound achieves more successes, then the Fallen will forever be forced to obey any and all of the Earthbound's commands, which can come to them through Invocation. (The Fallen *might* be able to change their True Name but the rules to do so would be up to the ST's discretion).

Enslavement (Enslaving Mortals)

Mortals become Enslaved to an Earthbound by performing the Ritual of Obeisance three times. Fallen Enslaved only have to obey the letter of the command from Earthbound, but mortals are utterly incapable of any act of interference or defiance. Truly, they cannot even be supernaturally controlled or coerced to disobey or betray their master.

Regaining Faith (The Ritual of Worship)

Each Earthbound has their own customized ritual that they need their followers to perform. The Ritual of Worship is the only way that an Earthbound gains Faith points. Typically this ritual needs 5 or more participants to perform an intense (and sometimes sacrificial) worship for 2 to 10 hours to be successful.

Stasis

Whenever an Earthbound is completely out of Faith points, they will go into an inert state, only to be awoken again by a new offering of Faith.

Earthbound Thralls

Earthbound Thralls are similar to Fallen Thralls but with a few differences. One, they don't automatically give Faith to the Earthbound (that can only be done with Rituals of Worship), and two, Pacts are not formed with mortals, instead mortals must go through a Ritual of Obeisance to become a Thrall.

Ritual of Obeisance

A mortal may only perform this ritual three times. To become a Thrall to an Earthbound is different than to a Fallen, the Thrall must agree to be empowered by the Earthbound's demonic essence and they must perform some sort of sacrifice in the presence of the Earthbound's Reliquary (e.g. break a closely held principle, destroy an item of immense value to them, kill a family member or loved one). Afterward, the Thrall touches the Reliquary and the Earthbound spends a point of Faith. The dark energy bleeds into the newly made Thrall and they lose a Willpower dot. The Thrall gains Empowering points after the ritual to be spent for new powers, and also Stigmata points that they must also spend.

Empowering the Earthbound Thrall

After each Ritual of Obeisance the Thrall receives 5 Empowering points to spend for various abilities. (Earthbound Thrall's Faith Ranks have no effect.)

Stats: Attributes cost 2 points, and Skills cost 1.

Enhancement: The Demon gives the mortal the power to manifest Apocalyptic Forms listed on the next page that have the Ψ symbol (using the costs).

Evocation: 2 points grant a 1st level Evocation, and 3 more points would grant the 2nd level (5 for both). When using an Evocation, Torment and Paragon are considered to be half of their Earthbound master's. (All Evocations are available to the Thrall, even ones the Earthbound does not know. Only the two Lore of Contamination and Violation are off limits.)

Stigmata (Side Effects of Being an Earthbound Thrall)

Stigmata are disturbing, permanent side effects the mortal suffers for each Ritual of Obeisance they perform. Stigmata that would interfere with the Earthbound's plans cannot be selected. After the ritual, the Thrall receives 3 Stigmata points to spend.

List of Stigmata

Attribute Atrophy (2 points): One of the Thrall's Attributes decreases by one dot and can never be increased with experience points.

Derangement (2 points): The Thrall gains a minor derangement (or upgrades a minor one to a major).

Feeding Requirement (2 points): The Thrall needs to ingest a specific substance in order to survive (i.e. blood, human feces, human flesh, pure heroin or similar unpleasant or hard-to-obtain materials). The Thrall takes 1 Bashing damage each 24 hours they go without it, and it cannot be healed until they feed.

Minor Physical Mutation (1 point): The Thrall's body changes slightly in a way that can be hidden or disguised without too much effort. (e.g. a strange scar or 'birthmark' that symbolizes the Earthbound, eyes with split or double pupils, patches of fur, scales or mottled skin, albinism, becoming a hermaphrodite or losing all body and head hair).

Major Physical Mutation (2 points): The Thrall's body mutates in a way that is difficult to disguise, and that will probably disgust or horrify witnesses (e.g. a second face growing from the torso, swollen limbs or large slabs of body fat, small vestigial limbs that can be strapped down under clothing, withered limbs, lack of ears or eyes, cloven hooves instead of feet or constantly bleeding wounds on the hands and feet).

Severe Physical Mutation (3 points): The Thrall's body has mutated so much that disguising the change is impossible. Mortals react to the Thrall with fear, disgust and horror (e.g. a second head, hugely grotesque amounts of body fat, skin covered with slime and oozing sores, extra limbs, a tail, a set of horns or rotting flesh that sloughs off in clumps).

Sensory Impairment (1 or 2 points): The Thrall has a sense that is either damaged or that has failed completely. If the Thrall has lost their sense of taste, touch or smell, or if they suffer a -2 penalty to sight or hearing-based Perception rolls, this flaw is worth one point. If the Thrall is completely blind or deaf, it's worth two points.

Apocalyptic Forms (For Earthbound & Thralls)

Earthbound have 18 points to choose 8 Apocalyptic Forms from this list below (all of the Forms cost their given point value [none are discounted]). These are manifested the same way that they are for Demons if they have possessed a Thrall. If *Manifesting* beside the reliquary, all 8 Forms are automatically active. The Forms with a Ψ symbol are eligible for Thralls.

Armor (Scales) (4)

+1 Armor (1/1). Every instance of Lethal damage has the first 3 points get downgraded to Bashing.

Aura of Entropy (2)

Plants wilt. People are suffused with icy chills that sap their strength. Mortals within yards equal to Torment lose 2 dice on all actions. Supernaturals only lose 1 dice for all actions.

Cast No Reflection (1) Ψ

The Demon's image is not visible in any reflective surfaces or caught on any type of camera.

Caustic Bile (3) Ψ

Once per scene. Project a stream of acidic bile. Range is feet equal to Torment +5. Roll Dexterity + Athletics - Defense, (in practical purposes, this only hits one target.) If hit, the target takes 2 Aggravated this turn, then 1 on the next turn and then finally 1 more Aggravated on the third turn. (Totaling 4.)

Claws & Fangs (2) Ψ

Vicious looking claws & fangs. Biting first requires grappling the target. Strength + Brawl + 2. Lethal.

Cloak of Shadows (2) Ψ

+3 Stealth. In dark shadows you become invisible.

Corrosive Spit (2) Ψ

Bite attacks deal +1 Aggravated damage. Spit attack up to 10 feet away: Dexterity + Athletics - Defense. Success means 1 Aggravated damage (max).

Disperse (3)

Instant action. Dissolve body into mass of hornets, spiders, or other tiny creatures (instant action to revert back to normal). Dice pool as a swarm is 10. ST decides additional rules appropriate for swarm.

Dread Gaze (3)

Reflexive. A mortal (one a turn) who meets the eyes of the Demon lose their next action.

Enhanced Perception (2) Ψ

All senses are magnified by x2. Sight, sound, smell, taste, and even touch (but senses are not any more likely to be overwhelmed). +3 to Perception rolls.

Extra Action (2)

Reflexive Action: Spend a Faith point. Gain one extra action. This action takes place at the end of the turn.

Extra Health Levels (2) Ψ

+4 Health boxes. (When this ends, any wounds suffered remain & may cause incapacitation/death.)

Extra Arms (3)

Arms give an extra attack only action at -2 dice. The extra action takes place at the end of the turn.

Frenzy (2) Ψ

Instead of wound penalties subtracting dice they give bonus dice instead (by equal amount). Remain conscious until Health is filled with Aggravated.

Gaping Maw (2)

Hideous, fanged and distended mouth. Biting does not require grappling. Can potentially bite through and digest any material. Strength + Brawl + 2. Lethal.

Horns (2)

Attack dice pool is Strength + Size +1. Lethal. (After each attack, the Demon takes a -5 to her Initiative score for the combat, if this reduced it to 0 then instead of receiving -5 she loses her next action.)

Immune to Poisons (1) Ψ

Immune to any toxin/bacterium/virus (e.g. alcohol, hemlock, tear gas, HIV, common cold)

Improved Initiative (1) Ψ

+4 Initiative.

Improved Physical Capabilities (3)

+2 Strength & +2 Dexterity & +1 Stamina.

Increased Size (2)

Size +2 & Strength +2 & Defense -1.

Ink Cloud (2)

Once per scene. Ink like substance sprays outward from the Demon in all directions. Radius is in yards equal to Demon's Torment. Those close enough must make a successful Stamina roll or are blinded for a number of turns equal to Torment (if successful they are still blinded for one turn).

Irresistible Force (1) Ψ

+4 to Strength but only in relation to the "Feats of Strength" (both for the baseline Strength and roll to exceed it). Reference "WoD book, pg. 47"

Lashing Tail (3)

Long reptilian tail tipped with a curved barb. 1 Free attack with tail (at end of turn). 7 dice pool. Lethal.

Magnetic Field (2)

Disrupt all electronic devices within yards equal to Paragon (or Torment Rank if it is a Torment form).

Miasma (4)

Twice per scene. Exhale breath that smells of gangrenous rot. Feet equal to Torment +5, (Width is equal to Torment) all living, breathing creatures in path of exhalation lose 2 turns if they do not roll successful: Stamina + Paragon - 2.

Also, may contract a disease (at ST discretion).

Molten Blood (2)

Every drop of blood from the Demon will catch on fire with any object that it comes in contact with.

Night Sight (1) Ψ

See in any darkness as if it were daylight.

Pass without trace (1) Ψ

+5 Stealth. Leave nothing to track, not even smell.

Quills (3)

Each turn, one opponent within feet equal to Torment at the end of turn takes 1 Lethal damage as a Quill shoots off the Demon's body, into a victim, though damage is prevented if they have 1 point or more of ballistic armor. (Demon selects the target.)

Reaper's Breath (3)

Once a scene. Exhale chilling breath that brings all things, living and dead, closer to true death. It exhales out in a cone shaped projection with the length in yards equal to Torment +5, width is yards equal to Torment (at its farthest point). Victims caught within the breath suffer 7 Bashing damage.

Regeneration (4) Ψ

Heals 1 bashing at the beginning of each turn. Also, using Faith to heal Lethal will restore 2 points not 1.

Relentless (1) Ψ

+5 dice when resisting fatigue, illness, poison, drugs, drowning or going unconscious.

Rend the Soul (2)

Twice per scene. Mortals only. Touch target. Momentarily make the target feel infinitesimally small in the scheme of creation. Roll Torment, each success takes away their Willpower points, if they are reduced to zero points then they do nothing but curl up and weep (if attacked they shield themselves but do not attack back or run).

Sense the Hidden (1)

+5 dice to find (perception/tracking) any who have spoken the Demon's Celestial/True Name before.

Shocking Touch (2) Ψ

The Demon gains an immunity to damage from electricity. Also, as a touch attack (Dexterity + Brawl - Defense) and if a success is achieved, then the Demon does 3 Bashing damage to a target, +1 for every three points of Paragon the Demon has.

Spines (1) Ψ

Any successful unarmed attack against the Demon takes 1 Aggravated damage.

The Host (3)

Shadows shift at the edges of perception and whisper twisted truths. All others within seven yards of the Demon and who have equal or lower Willpower than the Demon's Torment have -2 dice for all actions (listeners are affected for 1 hour).

Viscous Flesh (2) Ψ

Foul diseased flesh sloughs off the Demon. Any who come in skin to skin contact or breath within 3 feet of the rotting flesh (within one hour of being shed) rolls Stamina + Paragon, if they fail they contract the plague or other serious illness.

Voice of the Damned (2) Ψ

2 automatic successes on Expression, Intimidation & Subterfuge Rolls (does not include Evocations).

Wings (2)

Ability to fly. Maneuverability is equivalent to a very large eagle. Taking off from a standing position is possible if there is ample room. Hovering for longer than one turn does not typically work unless there is a strong wind. Speed can be up to 4x the Demon's speed trait at max. At full extension of each wing is a third again the characters height (e.g. 6 feet tall person would have two 8 feet wings).

Lore of Chaos (Earthbound)

Reality Tremors •

An area around the Evoker equal to a 10 yard radius multiplied by successes begins to warp with chaotic energies. This results in mainly cosmetic (non-harmful) phenomena (e.g. fish fall from the sky, blood oozes from a house's walls, reflections bare their teeth, extra eyes grow on the skin of those within the area, a foul stench rises from the ground). All in range must make a successful Willpower roll or suffer -1 dice until they leave the area.

Dice: Manipulation + Occult

Duration: 1 scene

Action: Instant **Cost:** None

Sphere of Chaos ••

An area around the Evoker equal to a 10 yard radius multiplied by successes begins to cause misfortune for all except the Evoker. All other individual's dice rolls will result in a dramatic failure if more 1's, 2's, and 3's are rolled than successes.

Dice: Wits + Expression

Duration: 1 scene

Action: Instant **Cost:** None

Wave of Mutilation •••

A wave of chaotic energy expands out from the Evoker extending out to a 10 yard radius. All animate creatures (and people) in the area receive 1 Bashing damage for each success on the Evocation, but victims may roll Stamina + Paragon to mitigate damage on a one-for-one basis. This damage manifests as subcutaneous bleeding, bruising, and possibly even hernias, sprains and broken bones. Subsequent uses of this Evocation in the same scene require the expenditure of 1 Faith point to be spent for each use after the first one.

Dice: Strength + Stamina

Duration: Instant

Action: Instant **Cost:** None

Summon Outsider ••••

A monstrous entity appears within 10 yards of the Evoker. While the Outsider does not attack the Evoker, the Evoker has no control over the Outsider. The Outsider is dangerous and lusts for destruction. The Outsider has a number of Apocalyptic Form points to spend on Earthbound Forms equal to the number of successes rolled + Paragon. Storyteller determines the appearance of the Outsider. The Outsider's base Attributes and Skills are all equal to two (with the Outsider also benefiting from the Evoker's Urges). Outsider's Size is randomly chosen from 4 to 7. Only one Outsider summoned by the Evoker may be in existence at a time.

Dice: Intelligence + Occult

Duration: 1 scene

Action: Instant **Cost:** 1 Faith

Hell on Earth •••••

The barrier to the realm of chaos rips open, causing an area around the Evoker equal to a 10 yard radius multiplied by Paragon to be ripped with chaotic energy (e.g. the skies turn red, stones bleed and float through the sky, clouds of fanged moths appear, tentacled horrors writhe beneath people's skin, old scars spontaneously open and bleed). When the evocation fades and the barrier between worlds returns, reality snaps back to normal, but the changes caused by the reality breakdown remain, which can result in dire problems (a screaming statue floating through the air suddenly feels the pull of gravity again, old bleeding scars are still bleeding). Storyteller should flex her imagination to come up with strange and awful things with which to plague the area. Typically the greater number of successes rolled for this Evocation, the more harmful the phenomena will be. Mortals caught in the area will most likely need to roll Willpower at the end of the scene to resist receiving a major derangement.

Dice: Presence + Occult

Duration: 1 scene

Action: Instant **Cost:** 1 Faith

Lore of Contamination (Earthbound)

Create Proxy

The Earthbound infuses an object with a portion of its own essence, attuning the item to its demonic spirit. By concentrating, the Earthbound can then focus its consciousness through that item whenever it wishes (and for as long as it wishes), no matter where it is, seeing and hearing through the object and even using it as conduit to perform Evocations. However, this proxy cannot be used to create new Thralls, or be used as a conduit to Possess Thralls. If the proxy is destroyed than the Earthbound's spirit returns to the original, unharmed. The object must touch the Reliquary to initially make it a proxy.

Dice: Resolve + Crafts

Duration: 1 year per success rolled

Action: Instant **Cost:** None

Lash of Corruption

Touch. Each success rolled does 1 Lethal damage. (This black energy rips apart tissue and bone, leaving the victim's flesh like tattered cloth with bleeding wounds, weeping with pus and toxic fluids.)

Dice: Strength + Intimidation

Duration: Instant

Action: Reflexive **Cost:** None

Taint The Land

The Earthbound corrupts the earth it rests upon. While the Evocation is in effect, the Earthbound's senses spread to encompass the entire tainted area (it can sense and hear anything that is on its land). The area of land tainted is equal to Paragon + successes x 10 yards radius. As an Instant Action, the Earthbound can animate and control the land it has corrupted in order to attack intruders (e.g. trees lash out with their branches, the earth falls away under an intruder's feet, cancer-riddled bees swarm onto a target). Dice pool is Presence + Survival (same as Evocation) to make these attacks. The damage may be Bashing or Lethal, at the Earthbound's discretion.

Dice: Presence + Survival

Duration: 1 scene

Action: Instant **Cost:** None

Corrupt Relic

This functions similarly to the fourth dot Lore "Enchant Object" in Lore of the Forge (Malefactor), but also like the fifth dot Lore of the Forge Evocation "Imbue Object" at the same time. Meaning it also tries to absorb the soul of its owner. Earthbound Thralls are immune to this soul stealing. All who succumb to "Soul Loss" will become serial killers.

Dice: Composure + Crafts

Duration: Permanent

Action: Extended (1 scene) **Cost:** Varies

Unspeakable Servitor

The Earthbound may possess a statue or idol between Size 3 and 8 (e.g. in the shape of a golem, imp, hellhound or other hideous creature). The Servitor must have a Proxy ("Create Proxy") placed within the Servitor to attune it to the Earthbound (then roll Presence + Expression to attune Servitor). Once attuned, the Servitor gains a number of Apocalyptic Form points equal to the successes + Paragon (use Earthbound Forms). These can be completely different from the Earthbound's own Forms, and they remain as permanent features of the Servitor (the Earthbound cannot manifest their own Forms). The Servitor also has Grotesqueries equal to the number of successes rolled, which are also permanent. The Servitor appears like the material it was made of but its Attribute ratings are the same as the Earthbound's (plus Urges). The Earthbound may possess the Servitor like it was a Thrall as an Instant Action, and cease possessing it at will (leaving it as a grotesque statue), and possess it again when desired as long as the duration lasts.

Dice: Presence + Expression

Duration: 1 week

Action: 1 minute **Cost:** None

Lore of Violation (Earthbound)

Send Nightmare ●

The Earthbound can direct a nightmare into the mind of a mortal even when the Earthbound is in Stasis. Range is equal to 10 miles x Paragon. Targets can be specific mortals that the Earthbound is aware of, or it can send out the nightmare to a random target. The nightmare is usually also a compulsion that the Earthbound wants the mortal to perform. The target does not receive any Willpower points upon awaking, in fact they lose a point of Willpower if the Earthbound achieved more successes than the target's Resolve. This may be done for seven nights in a row, afterwards it cannot be cast on the same mortal anymore. If the target loses all their Willpower to the nightmares, they will obey the compulsion.

Dice: Manipulation + Persuasion

Duration: Until the target next sleeps

Action: Instant **Cost:** None

Vision of Terror ●●

This Evocation projects a terrifying vision into a number of non-Demon minds equal to Paragon. The Earthbound can send a specific image or simply cause the targets' mind to create a monster to match their feeling of terror. Range is 10 yards times Paragon. Targets roll Willpower and must get *more* successes than what was rolled for the Evocation or they wish for nothing more than to flee. If the targets are able to leave the range of the Evocation then the vision will not follow them, and the fear subsides in 1 hour.

Dice: Presence + Intimidation

Duration: 1 hour

Action: Instant **Cost:** None

Pillage The Mind ●●●

The Earthbound scans a mortal's mind that is within 5 yards x Paragon, to learn their thoughts and memories. 1 success reveals recent information the mortal does not consider important, 3 successes reveal the last few weeks and the thoughts the mortal thinks is best to keep private, 5 successes reveals *everything* about the mortal. Scanning a

mortal's thoughts causes appalling headaches, and possibly even leaves them bleeding from the nose, and ears.

Dice: Wits + Empathy – Resolve

Duration: Instant

Action: Instant **Cost:** None

Enslave ●●●●

Gain complete control over the actions of a mortal who is within range of 5 yards x Paragon. The Earthbound must achieve more successes on the contested roll to gain control. If the Earthbound forces the mortal to do something strongly against their nature (e.g. kill someone they love) then the mortal gets to make another Willpower roll to *add* to their original successes to try and break control. Once the control is established, the mortal does not have to remain within a specific range to be controlled.

Dice: Presence + Intimidation Vs. Willpower

Duration: 1 hour

Action: Instant **Cost:** 1 Faith

Devour The Soul ●●●●●

The most dreadful fate that can meet a demon is to have their soul devoured by another, destroying it forever. Human souls, God's perfect creation, are protected from this horrific fate – except from the powerful Earthbound who have mastered this Lore. With this evocation, an Earthbound can tear the soul from a living mortal and devour it, draining it of energy, of memories and even precious Faith. The mortal's body lives in a coma state for only a week after the soul has been devoured. Only one attempt can be made on any given mortal. The Mortal must touch the Reliquary itself (no proxies/conduits). The Earthbound receives Faith points equal to the mortal's Faith rank, also +1 dot in one skill the mortal has higher than the Earthbound, and a number of memories from the mortal (equal to Paragon) the Earthbound would *assume* to be most important.

Dice: Resolve + Occult Vs. Willpower

Duration: Permanent

Action: Instant **Cost:** 1 Faith